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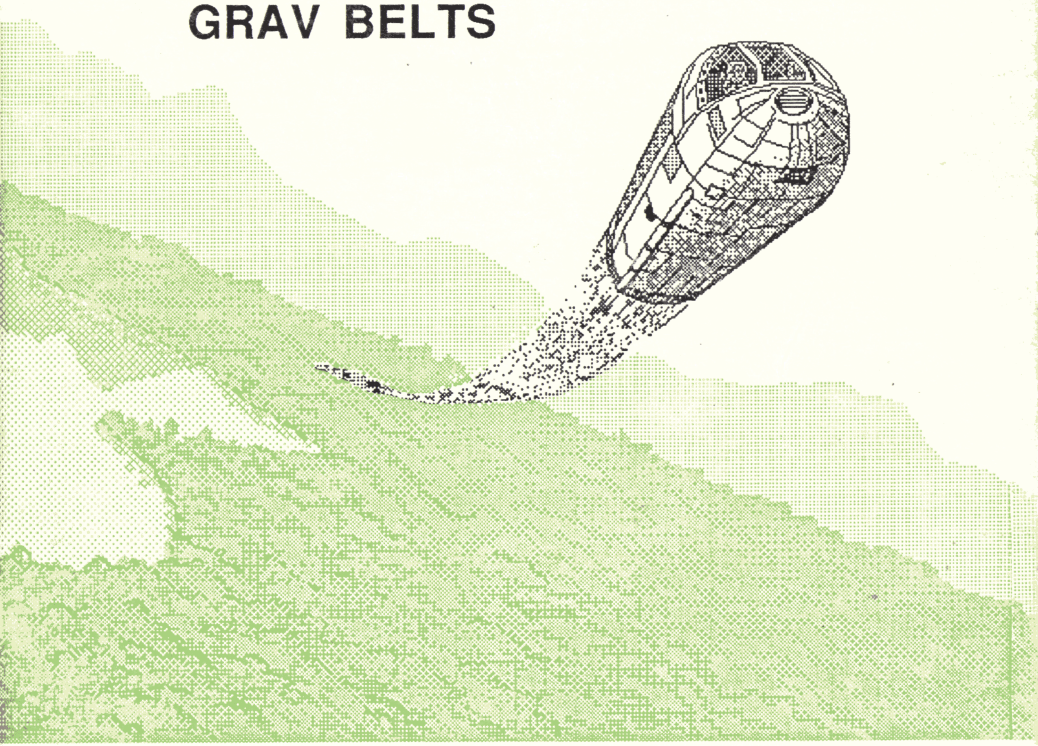
the TRAVELLERS' Digest

Adventure Number 6 $3.95

The Most Valuable Prey
FEATURE ADVENTURE

Traveller Tech Briefs:
GRAV BELTS



The quarterly adventure magazine devoted to GDW's Game of the Far Future, **Traveller**®

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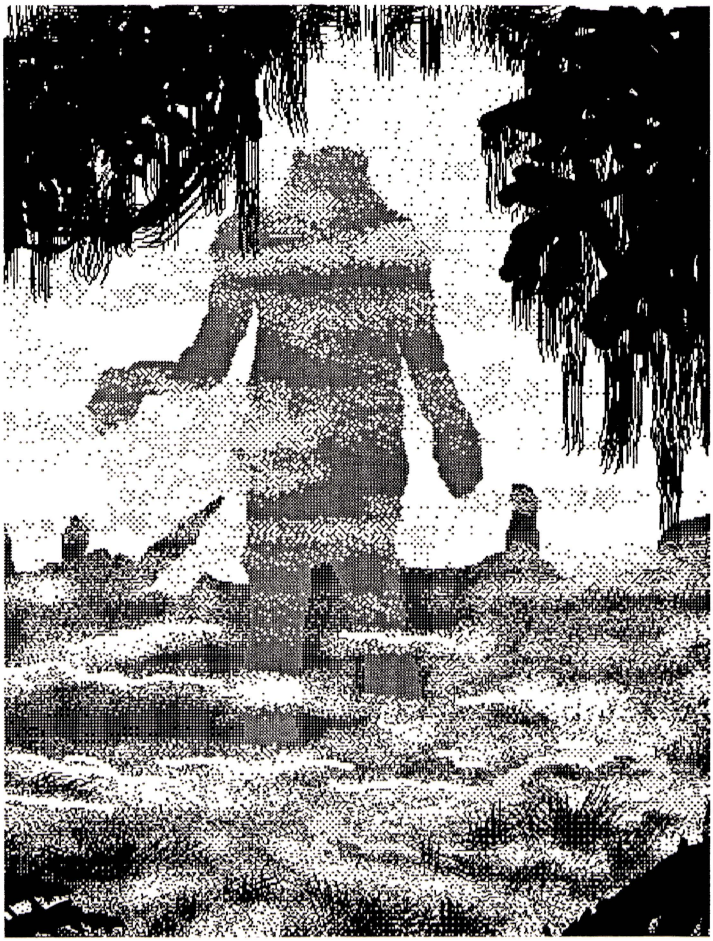

"...the mystery is not who the giants are. The mystery is not where the giants are. The mystery is why people so often hate those that they do not understand..."

—Akidda Laagiir, from "The Mystery of the Giants" in *The Travellers' Digest*, 1103

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The offices of the Digest are located on Deneb in the Deneb Sector of the Imperium. The Digest is available throughout the frontier sectors of Corridor, Deneb, Spinward Marches, Trojan Reach, and the Reft Sector (spinward).

The publishing date of this adventure is **242-1112**, or the 242nd day of the 1112th year of the Imperium. The *Travellers' Digest* is published quarterly by Digest Group Publications and is devoted exclusively to **Traveller***.

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1 2 3 4 5 6 7 8 9 10

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The Travellers' Digest is available quarterly at an individual price of $3.95. One year subscriptions are $14.00. Foreign air mail subscriptions (outside the USA or Canada, but not to APO or FPO addresses) are $22.00 a year. Mail subscriptions (in US funds drawn on a US bank) to:
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The Travellers' Digest

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Editors' Digest

What a summer this has been!

Grand Survey is available and very hot. If you don't have yours yet, run, don't walk, to your nearest game store and get it.

Ditto for *Book 8: Robots* (written by us and published by GDW).

Adventure Number 5 is already sold out, although we do have a small supply of Number 4 still left. This issue sees our press run increased by one-third to meet increasing demand from Traveller players.

The ORIGINS 86 Game Convention was very gratifying, mostly because of the opportunity it gave us to meet our readers face to face. Our booth was busy most of the time with people buying our products, requesting autographs, or just shooting the breeze about our favorite science-fiction role-playing game. In the process, we lined up several interesting articles that you'll be seeing in an issue or two.

We gave several seminars at ORIGINS 86. "Traveller Potpourri" exceeded its allotted time and had to be continued a couple days later. If you were there, you heard some "inside info" about what's coming up in our magazine. You also heard some samples of spoken Vargr and picked up a copy of a technical article on the Vargr (Gvegh) language. If you couldn't attend but would like a copy of this article, just send us a self-addressed stamped envelope and we'll send you one at no charge.

Another seminar we gave was entitled "How to Write and Sell Adventures and Gaming Articles", with handouts to teach beginning writers how to approach editors in a professional manner, complete with examples of how to request writer's guidelines, and how to write a query letter. If you'd like a copy of this material, send us another self-addressed stamped envelope. Our motive is to generate more material: we don't pay a fortune, but we are competitive with the gaming industry. (And you'll be proud to see your work appear in such a high-quality publication.)

ORIGINS 87 will be in Baltimore, so if you missed it this year, you still have another chance to see us next July.

As mentioned above, *Book 8: Robots* is a popular book. To follow up on this popularity, we will publish *101 Robots* at the end of October. This full-size book contains designs for 101 different robots (Imperial and alien), with complete URP statistics, descriptions, and illustrations for each one. This source book is a welcome addition to any campaign. Ask your Traveller dealer to stock it.

While we're on the subject, *Book 8: Robots* did have one rather embarrassing mistake in it. The box below explains the necessary corrections.

On to other topics: our booth in LA was next to GDW's booth, and we had plenty of opportunities to chat with Marc Miller while we were there. He gave us permission to do some pretty exciting things with coming issues of the

magazine.

Adventure 7 (next issue), for example, is titled "The Fourth Imperium". We don't want to give too much away, but we will tell you that the bulk of the adventure takes place in Lishun 1219. (I suddenly hear the rustle of thousands of maps.) You'll want a copy of Adventure 7 for another reason, too. Steve Venters's cover illustration is a real beaut. (You've seen his work on the covers of *Hivers*, *The Spinward Campaign*, and *Twilight: 2000*.)

Adventure 8 takes place at the Shudusham Robotics Conference. If you have a copy of GDW's *Hivers*, you may understand why things there aren't quite what they seem at first.

Adventure 9: Capital. The Emperor's Palace. The Moot Spire. Strephon's Bodyguard Corps. And Akidda Laagiir's interview with the emperor and empress. Need we say more?

Adventure 10 is on Reference. Or rather, Adventure 10 is under Reference, where some "ancient" computers are the key to unlocking a baffling mystery. (Yes, Adventure 10 is still a year away, but we're already working on it.)

For those of you who are keeping score, in Adventure 13 (June 1988) our intrepid crew reaches Terra. June 1988 may seem like a long ways off, but it's better than waiting until the 50th century, when the adventure takes place.

If you enjoyed *Grand Survey*, which detailed the physical characteristics of worlds, you may be wishing that you had as much detailed information for the population, tech level, government type, and law level. Your wish will soon be granted. The first draft of the *Grand Census* manuscript is on our editing desk now. The finished version will appear at your local game store next spring.

So how does this all sound to you? What do you want us to do less of, or more of? If you have some time between UTP rolls, drop us a letter.

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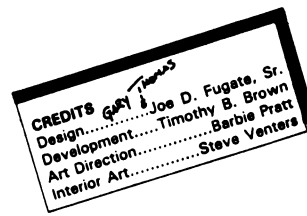
Australia: DGP products are imported and distributed by Australia Games Distributors, P.O. Box 117, Moreland, Victoria, AUSTRALIA 3058.

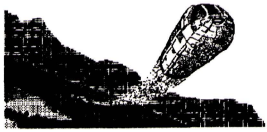


CREDIT WHERE IT'S DUE

Oops! Marc Miller, who hates to admit that the Workshop ever makes mistakes, confided in me that he made one recently. When he prepared the credits for Book 6, *Robots*, he neglected to include Gary Thomas as one of the designers. Design credit for *Robots* goes to Joe Fugate and Gary Thomas. While the error will be corrected in the next reprint, Marc felt it important to make a point of it now. Those of you who have *Robots* should pencil in Gary Thomas as co-designer on the credits page. *Loren K. Wiseman, Editor*

The Most Valuable Prey

FEATURE ADVENTURE



The Most Valuable Prey uncovers the truth about the mysterious "Giants" on the world of Kaiid in the Lishun sector. This issue marks the sixth episode in the continuing journey of four travellers on their voyage to the Imperial Capital. After leaving their homeword more than two years ago, the group has passed the half-way point to Capital.

It is assumed that this adventure will be administered by a referee who has read through it, and who is familiar with both this adventure and the rules for Traveller. The basic Traveller rules are all that is required. Paper, pencils, six-sided dice, and square-grid graph paper are needed, and a calculator is helpful.

Optional References: Additional helpful information may be found in:

- Supplement 8, *Library Data (A-M)*
- Supplement 11, *Library Data (N-Z)*
- *The Atlas of the Imperium*

The only background information required for this adventure is contained in this issue of *The Travellers' Digest.*

Chapters: This adventure is in several chapters, most of which are material to be read only by the referee.

This introduction may be read by both the players and the referee.

The chapter "In Town " introduces the characters and the situation. This section is designed to be read to the players in order to acquaint them with the characters and their personalities.

The chapter "Playing the Characters" contains useful insights for role-playing. The players should read this chapter before they start the game.

The rest of the adventure is for the referee only; players may discover its secrets only by playing the adventure.

STANDARDS AND ASSUMPTIONS

This adventure takes place in the universe published and described by a multitude of **Traveller** products.

The Imperium is a huge human-dominated stellar empire thirty centuries in the future. It encompasses several hundred light-years of our segment of the Milky Way galaxy.

The Lishun Sector is a 32 by 40 parsec (1 parsec = 3.26 light-years) area of the Imperium near the Imperial core. A sector is divided into sixteen administrative areas called subsectors. Each subsector is 8 by 10 parsecs in size.

A world is commonly listed with its name followed by a slash and the name of its

subsector location. For example, Kaiid/Shuna refers to the world *Kaiid* in the *Shuna* subsector.

Dates: All dates herein correspond to the Imperial calendar. The starting date of this adventure is 212-1102.

Place: This adventure takes place on the world of Kaiid, in the Shuna subsector of the Lishun Sector.

CHARACTERS

This adventure is intended for the characters listed. Feel free to change any or all of the genders as desired. Additional background information for these characters can be found in other issues of *The Travellers' Digest.*

Akidda Laagiir, journalist 858AAB Age 42 6 terms Cr 28,000
Born: 319-1058 on Mora/Mora
Interview-5, Streetwise-3, Grav Vehicle-1, Wheeled Vehicle-1, Admin-1, Brawling-1 Possessions: TL 15 Holocrystal Recorder
Position: Current recipient of the Travellers' Digest Touring Award.

Akidda Laagiir started at the age of eighteen as a copy boy with the Mora World Review ; his friendly face and his ability to get people to trust him contributed to his steady career progress. Living on Mora, with its charismatic dictator, the Duchess Delphine the Matriarch, is sometimes a trying experience for any journalist, which may explain his occasionally iconoclastic actions. He is slightly prejudiced against "the system", preferring fresh ideas and fresh ways of doing things.

His admin skill was learned while moving up the ranks, but it is a skill that he would just as soon not need: he much prefers cutting through to the heart of a situation. While he is sensitive to the needs of others, he has a well developed self-preservation instinct that allows him to quickly adapt to strange locales and cultures—a skill that has saved his neck many times.

Akidda's most prominent skill is his interviewing ability. By his knowledge of psychology, body language, and oral communication, he has a good chance of discerning someone's feelings and drawing him out.

Akidda Laagiir received the *Travellers' Digest* Touring Award for his article on the role of the spinward frontier sectors in shaping the growth of the Imperium in the next 1000 years.

Dur Telemon, ex-scout B7A85B Age 33 3 terms Cr 65,000
Born: 038-1067 on Mora/Mora
Auto Pistol-3, Survival-2, Pilot-1, Grav Vehicle-1, Engineer-1, Gambling-1, Brawling-1 Possessions: Auto Pistol
Dur Telemon was *born* into the Scout service. His father was in the Scout service while Dur was growing up, and both of his grandfathers served in the Scouts in

their younger days. Dur enjoyed nothing more as a boy than to sit and listen to their tales of adventure. The Fourth Frontier War broke out when Dur was a teenager—his father's service in the war was a source of pride for the entire family.

Dur's individualistic nature meshed well with his duties in the Exploration Office of the Scout Service. In his first term, a "routine" mapping expedition on Pannet/Rhylanor suddenly turned into a hostage rescue operation, and it was then that Dur happened to save Dr. Krenstein's life.

The harsh conditions Dur often encountered taught him much about staying alive and living off the land in exotic environments.

Dur has resigned from the Scouts and is travelling with his uncle, Akidda Laagiir. For more information on Dur, see this issue's "Playing the Characters".

Dr. Theodor Krenstein,scientist 495FCB Age 58 10 terms Cr 300,000
Born: 173-1042 on Rhylanor/Rhylanor
Computer-4, Leader-3, JOT-2, Laser Rifle-1, Grav Vehicle-1, Electronics-1, Medical-1, Mechanical-1

Possessions: Hand Computer (TL15), Electronic Tool Kit, Robot AB-101
Position: Graz Redniz Chair of Computational Robotics at Rhylanor Institute of Technology on Rhylanor/Rhylanor (on sabbatical leave).

Dr. Theodor Krenstein is a gifted, multi-talented scientist, with interests ranging from anthropology and archaeology to xenology and zoology, including most of the "ologies" in between. He holds advanced degrees in computer science and robotics.

After three terms as Dean of the School of Robotic Science at the Rhylanor Institute of Technology, he was appointed to the Graz Redniz Chair of Computational Robotics, a prestigious and coveted position. He has to his credit 12 books, over 100 articles in technical and scientific journals, and holds more than 250 Imperial patents for his inventions and computer work. Despite this, he has become bored with academic life, and realizing his age, he has taken an extended sabbatical in order to make forays into other parts of the Imperium.

During a test of Scout survey robots in 1090 on Pannet/Rhylanor, members of a disgruntled anti-technist group kidnapped Dr. Krenstein and threatened to kill him if the Scout service didn't meet their demands. A young scout named Dur Telemon was part of the all-volunteer raiding team that finally freed Dr. Krenstein; in fact, Dur was the first to reach the Doctor.

In the following year, Dr. Krenstein constructed his personal servant and bodyguard, AB-101.

Aybee Wan Owen, valet FD9C7B Age 19(?) 0 terms Cr 0
Constructed: 1091 on Rhylanor/Rhylanor
Medic-1, Linguist-1, Vehicle-1, Laser Welder-1

Position: Personal servant and protégé of Dr. Theodor Krenstein.

AB-101, affectionately known as "Aybee", is a pseudo-biological robot designed and constructed by Dr. Krenstein. His UPP, skill levels, and other personal data are approximations, calculated by comparing human norms with Aybee's abilities. Although his programming gives him certain basic abilities, because of his lack of true artificial intelligence he can make errors in judgment; in abstract situations, this effectively lowers his true skill level.

Aybee's "weapon" is a light laser welder, built into his right arm. Dr. Krenstein has designed Aybee in such a way that his arm (ostensibly used only as a tool) can pass inspection by officials, since laser welders are not restricted by local law levels; however, voice override controls allow Dr. Krenstein to use Aybee as a weapon at short range.

Because Dr. Krenstein ordinarily conceals Aybee's true nature, Aybee was mistakenly granted knighthood in the Order of the Emperors' Guard along with the others, after certain events on Jode/Pretoria. Such an occurrence would be most humiliating to the emperor, so it has become imperative that Aybee's "true identity" not become a matter of public knowledge.

THE UNIVERSAL TASK PROFILE

In all our adventures we use the UNIVERSAL TASK PROFILE or UTP, which provides you with all the information you need about a task to be performed. Using the UTP you can quickly roll for a task attempt and know:

- the relative difficulty of the task;
- which skills and character attributes are useful;
- if the task is hazardous;
- how long the task attempt takes;
- if you can retry the task in the event of an unsuccessful attempt;
- if a mishap occurred while attempting the task.

In addition, you can:

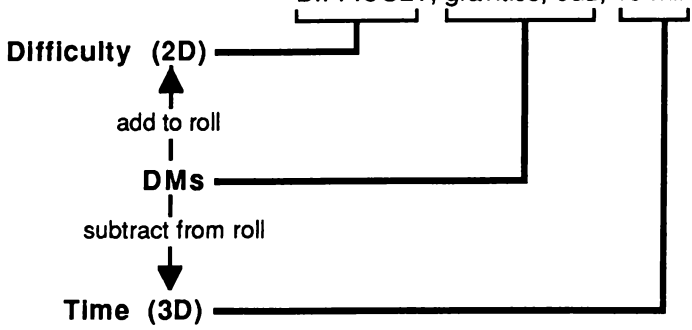
- rapidly determine the effects of a mishap;
- discern the extent of the damage;
- know what tasks are needed to proceed with repairs.

In short, the UTP system provides a comprehensive and playable framework for defining and attempting tasks. We encourage you to make liberal use of it. A complete summary of the UTP procedures is on the next two pages.

UTP: Universal Task Profile—handling tasks in *Traveller*

FORMAT: To repair major damage to an Air/Raft:

DIFFICULT, gravitics, edu, 15 min.



Difficulty... Roll 2D for success. The success roll needed for each difficulty level is shown on the DIFFICULTY table, below.
For example, a roll of 11+ is needed to succeed at a DIFFICULT task.

DMs...*Add* to difficulty roll (improves chances)
Subtract from time roll (shortens task duration)
DMs are typically listed as *crucial skill(s)* and *crucial characteristic(s)* (represents skill(s) and characteristic(s) judged most crucial to task success).
•*crucial skill(s):* use skill level as DM.
•*crucial characteristic(s):* characteristic÷ 5 (drop fractions; DM range is 0 to 3).
E.g.,gravitics-3 (skill DM of 3) and edu 9 (charactistic DM of 1) = total DM of 4.
NOTES: **If no skill** (not even skill level-0) in the crucial skill, make task harder (at least DIFFICULT, perhaps even IMPOSSIBLE). Ref's option: (int + edu)÷5 can substitute for lack of skill (represents all the intellect, knowledge, and experience brought to bear); or use a related skill (at a handicapped level).
If a task is hazardous, it should be declared as such. Hazardous tasks have a higher risk of mishap when unsuccessful.
If a hasty attempt is desired, make task harder (at least ROUTINE, perhaps even IMPOSSIBLE); double DMs before subtracting from time roll (hasty attempt takes less time).

Time... Task is assumed to take an average of ten UTP time periods.
The actual time duration of the task attempt (successful or not) is:
TIME x (3D - DMs) (absolute minimum is 3 time periods)
E.g., a roll of 14 (with a DM of 4 subtracted from the roll) would give a modified roll of 10. For a UTP time period of 15 min., the duration would be 150 minutes (2.5 hours). The absolute minimum would be 45 minutes.
NOTES: **If time is omitted** from the UTP, the task is assumed to be instant.

UTP Procedure Summary

when attempt fails → when mishap →

Die	*Difficulty*	*Failure*	*Mishap*
2	Automatic Failure	reroll	reroll
3+	SIMPLE	retry	SUPERFICIAL (1D)
7+	ROUTINE	check determination	MINOR (2D)
11+	DIFFICULT	Mishap (2D)	MAJOR (3D)
15+	FORMIDABLE	Mishap (3D)	DESTROYED (4D)

Failed Task Attempts...
Ordinary Task: roll 2D on the FAILURE table, above.
Hazardous Task: roll 3D on the FAILURE table, above.
Failure table results:
Retry: failed task, but can retry with no penalty.
Check determination: failed task, and must stay determined to retry the task without penalty. Staying determined is a special task which has a UTP of:
DIFFICULT, end, int (end + int represents character's force of will)
• if successful at staying determined, can retry the failed task with no penalty;
• if not successful at staying determined, have two choices...
1. retry immediately, but task difficulty increases *one* level
2. retry task at no increase in difficulty by waiting 10 times the duration of the failed task *before* retrying.

NOTES: **a FORMIDABLE task** increased in difficulty becomes IMPOSSIBLE, i.e. failure is permanent: no more retries are possible until circumstances change enough to allow a new UTP to be defined for the task.
JOT skill provides one free retry per level of skill (represents character's resourcefulness).
Mishap (2D): failed the task, roll 2D on the MISHAP table, above. After correcting the effects of the accident, the task reverts to check determination, should a retry be desired.
Mishap (3D): as above, except roll 3D on the MISHAP table.
Mishap table Results:
SUPERFICIAL(1D): Impose superficial damage on a device or vehicle and/or 1D wounds at random.
MINOR(2D): As above, except impose minor damage and/or 2D wounds.
MAJOR(3D): As above, except impose major damage and/or 3D wounds.
DESTROYED(4D): As above, except destroyed damage and/or 4D wounds.

Damage and Repair

Damage Level	*Operate?*	*Repair Task (shop)*	*Repair Cost (shop)*
SUPERFICIAL	Yes	SIMPLE	1D% of new price
MINOR	No	ROUTINE	1Dx1D% of new price
MAJOR	No	DIFFICULT	2Dx 5% of new price
DESTROYED	No	FORMIDABLE	2Dx 2Dx 5% of new price

To perform repairs: diagnose the problem—the standard diagnosis difficulty is ROUTINE; the referee must determine DMs & time. Once the diagnosis has succeeded (required to proceed with repairs), perform the repair task using the difficulty as indicated, above. Optionally, when in the shop, repairs can be made without successful diagnosis at an additional cost multiplier of 1D (just replace the entire assembly if you don't know what's wrong).
NOTES: **For repairs in the field** (away from shop facilities of an adequate TL) increase the task difficulty *one* level. **Lack of tools,** increase difficulty *one* level; **Lack of spare parts,** increase difficulty *one* level.
Any task involving a vehicle or device with MAJOR damage that was repaired in the field is *hazardous* (high risk of accidental breakdown). This lasts until the original MAJOR damage is totally repaired in the shop.

Special Cases... A UTP may immediately be followed by a paragraph labeled REFEREE which lists any special conditions that apply to the task attempt.
E.g., REFEREE: This task is NON-REPEATABLE; only one attempt allowed.

The UTP system is designed to be comprehensive, but not overly complex. After using the system a while, you should find it easy to remember and use.

IN TOWN

"That place is haunted! You don't want to go there, buddy."

Dur turned in disbelief to the man beside him at the counter. "What did you say?"

The disheveled man pulled himself closer to Dur's face. "I said the place is haunted. You go there, and you'll never come back. The giants will get you."

The guide who owned the shop leaned over his counter and grabbed the little man by the lapel. "I told you before that if you bothered my customers with your ghost stories I'd have you thrown in jail. Now get out of here before I throw you out."

The little man edged toward the door, but just before he opened it he stared at Dur again. "Just remember, buddy, I warned you—giants!" He scooted outside before the proprietor had a chance to get around the counter.

"What's he talking about?" Dur asked the guide.

"Superstitious bunk, that's what. Some fool made his fortune writing about 'giants'. We've had a few careless parties go missing, but everyone knows those guides were stingy about maintaining their equipment. They had a grav belt accident or something, that's all. None of my customers ever disappear. Top-of-the-line equipment in good condition is all I ever use. Now, if you'll look at this map here, I can show you an excursion I know you'll all enjoy."

While Dur, Dr. Krenstein, and the guide studied the map, Aybee and Akidda wandered around the small shop, interesting themselves in the variety of souvenirs and relics from various hunting expeditions on Kaiid. A sight out the window caught Aybee's eye. "Say, what are all those people doing in the street, Akidda?"

The guide looked up suddenly. "Sorry, folks, shop is closed. You'll be safe going out the side door. Come back in about an hour and I'll get you set up for your trip."

"What? What's going on?" Dur asked.

"I just don't like violence," said the guide. He pressed a button on the wall, and heavy shutters folded over the shop's front window. "The side door's right over there. If you hurry, they won't see you and you'll be all right. Now get going!"

Aybee didn't hesitate at this possible danger. He took Dr. Krenstein by the arm and moved over toward the door. Opening it a crack, he peered around it for a moment, and then led the way outside.

"Sorry for the inconvenience, folks," the guide called after the four. "Do come back once the demonstration is over."

Aybee, Dur, Akidda, and Krenstein found themselves in a small alleyway, just around the corner from the main street.

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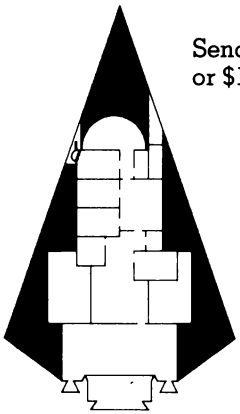

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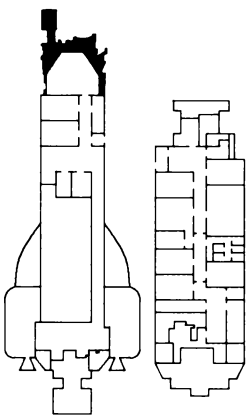

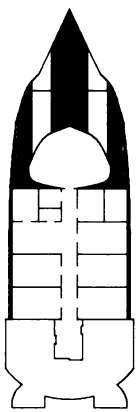

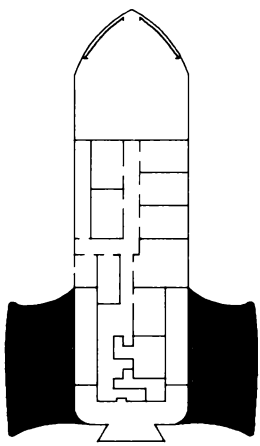

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REFEREE'S SYNOPSIS

The planet Kaiid is advertised as a paradise, and in its temperate regions, it does have a primitive beauty. Not only that, but among its native life is the minlad, an easy to hunt creature with quite valuable fur. Environmentalists and local hunters are concerned over the decreasing number of minlad, but visiting hunters want to continue unabated killing of the beast, and the local government seems unable to settle the disagreement.

Complicating the situation are rumors of "giants", tall bipedal creatures which have attacked and destroyed several hunting parties. The Scout Service did not find any trace of such a sentient race, but at the request of the local government, a survey party has been sent to hunt for proof (or disproof) of the claims. The characters can take part in this search in various ways.

As it turns out, there are no giants, but there is a sentient race on Kaiid. The struggle for survival against hunting parties has pushed the minlad over the brink separating unintelligent and intelligent life forms. Once this has been determined, Imperial law will prevent their being hunted. The characters must toe a careful line to satisfy the economic interests of the humans on the world and still protect the local intelligent life.

NUGGETS

"Nuggets" are sources of information during the adventure. In Adventure 6, each section is written so as to be as independent as possible from other sections. Since all of the sections refer to a single adventure, of course, there is a great deal of overlap, but the nuggets are designed so that the adventure is non-linear. In other words, your players don't have to follow a certain path between start and finish. There are many different routes to the conclusion of this adventure.

The first nugget encountered by the characters is "Demonstrations Between Factions", which occurs immediately after the opening dialogue. Sooner or later, the characters must travel on an excursion to experience the nugget "In the Woods". Most other nuggets are random encounters in the forests of Kaiid. Some nuggets have incidents that will occur only when the nugget is encountered for a second or third time. Most nuggets refer to other nuggets for more information.

DEMONSTRATIONS BETWEEN FACTIONS

Two political factions are prominent on Kaiid. On one side, environmentalists and permanent resident hunters are afraid that the minlad are being overhunted, particularly by visitors. The visiting hunters, naturally, are against restrictions on hunting.

The opposing factions take up stands on opposite street corners and their speakers compete for attention. Prefab podiums without amplification have been installed by the local government for purposes such as this. The crowds are no larger than 75 people each.

The speaker for the permanent resident group explains that too many animals are being hunted and that the minlad especially are in danger of extinction unless strict quotas are established. The speaker for the temporary resident group argues that the planetary economy will be ruined if the fur hunting stops. Both speakers are persuasive and have a factual basis for their claims. Unallied listeners gather around. Use the rules for crowd reactions below to determine specific response.

The two parties of demonstrators try to outshout each other and shake fists at each other. Some members of each group are standing back and can be approached for questions. Desobit Khudash (see "The Hunters"), of the faction for continued hunting, will explain that the two factions are not really organized. Most of the temporary residents are on his side, along with some whose families have been trappers for four generations and cannot conceive any other way of living. He will not name a leader, but the speaker right now is Armaash Kirke. Kirke came to Kaiid a year ago and has exported over Cr500,000 worth of fur.

When one speaker steps down from the free hunting party podium, a man approaches from behind and places a package against the podium. It explodes in his face, injuring several bystanders. Players may be slightly injured (1D damage) on a roll of 6 on 1D. The vandal is conscious but will give a very confused reason for his actions if questioned.

Armaash Kirke 978776 Age 38 5 terms Cr200,000
Hunting-2, Streetwise-1, Brawling-1, Gambling-2

CROWD REACTIONS

Traveller referees are familiar with NPC reaction tables for individuals and small groups. Sometimes characters must try to persuade large groups to take some course of action. Here is a special reaction table and a UTP for these situations.

To influence a crowd by speaking to them:
DIFFICULT,persuasion or leader,int,2 min (uncertain)

REFEREE: Crowd persuasion is an "interpersonal" uncertain task; rate the player's performance and argument in place of the referee's random roll. Consider the following in your assessment of the player's argument for success or failure:

Tends toward success:
- Emphasis on own social class (or charisma), unless crowd is a mob opposed to those in power.
- Appeal to local law or custom.
- Offer of financial gain.

Tends toward failure:
- Social class far below crowd average.
- Going against local prejudice.
- Asking for money.

If the result of the uncertain task is "TOTAL TRUTH", roll 1D+6 on the reaction table.

If the result of the uncertain task is "SOME TRUTH", roll 2D on the reaction table as normal.

If the result of the uncertain task is "NO TRUTH", roll 1D on the reaction table.

Remember to roll for failure if needed. If a mishap occurs, always implement a negative DM (the exact DM is up to the referee) on the reaction table roll.

Crowd Reaction Table

Die	*Reaction*
2	Hostile—chase speaker off platform
3	Hostile—heckling and booing
4	Closed-minded, sullen
5	Bored
6	Polite but unresponsive
7	Neutral
8	25% influenced to desired action
9	50% influenced. Favorable media reports
10	75% influenced. Applause and cheers
11	Wholesale acceptance
12	Wild enthusiasm

night so everyone can sleep without setting guards.

Bikir Pile, guide 8A8687 Age 42 5 terms Cr31,000
Hunting 3, Grav Vehicle 2, Laser Rifle 1, Mechanical 1

Bikir Pile is the shopkeeper encountered in the opening narrative. His parents moved to Kaiid when he was 13. He is against any hunting quotas. His reputation as a guide is good. If the players choose to employ him, features of the expedition equipment will be as described above.

THE GIANTS

Roll animal encounters each half hour in forest. On the second night, the guide receives a message from a base camp at Keraliid that another party has sent a distress call saying they were being attacked. Their transmission broke off in the middle of a sentence. Coordinates are given, and the party is asked to investigate.

To find the correct location from coordinates:
ROUTINE, int, recon or hunting, 30 min

When found, the hunters are dead, scattered around their campsite. Scavenging animals must be chased from the bodies, and they may have distorted some of the evidence. The guide is fallen near the radio with his head bashed in. The radio is also smashed. Two hunters were stabbed with gnulope horns which are still in their chests. The horns are weathered and one has a small piece of skull bone attached. Packs have been rifled and food taken, with much equipment broken. No weapons are visible.

The murdered party in the woods did fight back. There are burn marks from laser rifles at all sorts of angles, including some 7 or 8 feet off the ground. No bodies of the attackers are present, but there are some blood stains far away from the human bodies. Perhaps the attackers carried away their dead and wounded.

The guide must report these details and transport the bodies back. He knows no motive for other humans to have attacked the hunters; besides, the weapons used are too crude. No official word is available to the characters, but questions asked on the streets will reveal that this has happened before, several times in recent years.

The obvious conclusion (and, in fact, a rumor sometimes whispered) is that these killings are the work of the mysterious giants.

Nelagid Marsid, a former resident of Kaiid now living on Tonnes, has been a focal point for controversy since the publication of his first book, *Giants!* in

IN THE WOODS

There are plenty of things to keep the characters busy in town; use the rumors section freely while the characters are there. Eventually, however, the object is to get the characters into the woods, even if only to see the ruins of the First Imperium settlement's mines. Krenstein may be interested in local biology, since Kaiid's is a completely independent ecology, with no imported forms.

Any guide service can provide information on animals and where to find them. Most off-planet visitors use guides, who have radios in case of an accident or other emergency. Since many animals and some of the ruins are only to be found in the equatorial mountains, a body pressure suit (as described in *Grand Survey*) is an essential item of equipment to counteract the intense heat. Most travel is by grav belt or air/raft. (More information on grav belts can be found in this issue's "Tech Briefs".)

There are several guides available for hire. The final price for a guide is about Cr150 per day; let the players haggle if they enjoy it.

Roll animal encounters each half hour in the forest.

If nothing else works to get the characters into the woods, have Doobutugokusya-San recognize Dur on a supply trip into town and insist on his help (see "The Scout Investigations").

Kural Devon, guide 688C96 Age 38 4 terms Cr 26,000
Hunting- 3, Streetwise- 1, Rifle- 2, Grav Vehicle-2, Carousing-1

Kural Devon is one of the speakers for the quotas faction. He is both a guide and a hunter and not dependent totally on fur income. If the players want only to photograph animals or look for giants, they won't be the first pacifists he has shepherded. If they choose to shoot their dinners, that's fine, too. He will teach them to use grav belts; his grav belt can be set on a master setting to control the others. Learning to use a grav belt has the following UTP:

To learn to use a grav belt:
ROUTINE, any vehicle skill, dex, 3 min
REFEREE: Success at this roll will give a character the ability to safely handle a "tourist model" grav belt on Kaiid. This is not equivalent to any level of grav belt, grav vehicle, or air/raft skill. (Any character with such a skill succeeds automatically.)

Kural will also show them the air/raft radio, and a homing device that can be used to return to Keraliid on the outside chance that he is somehow incapacitated. His air/raft is equipped with a sound monitor which can be set at

1085. *Giants!* tells how the author learned of the existence of the giants from a hunter who had escaped from an attack on his party in 1080. The hunter had arrived in town, wounded and in a high fever from infection, muttering about how the giants had attacked his party and killed everybody. Even though the hunter died in the hospital a couple of days later, Marsid managed to get a fairly complete description of the attack and the giants from him.

Since then, Marsid has published 2 more books, *The Giants of Kaiid: A Casebook* (1096), a presentation of Marsid's evidence for the existence of the giants; and *Encounter on Kaiid* (1100), the author's story of hunting for the giants and his resulting photograph of them (shown on page 1 of this Adventure). Neither book has quieted the controversy concerning his conclusions.

In fact, the photograph is genuine enough, but its interpretation is faulty. The photograph was taken at the darkest time of the night (Kaiid has no moon), using a light intensifying camera at long range. The creature in the photograph is actually two minlad, one on the other's shoulders. With the upper arms of the lower wrapped around the lower four limbs of the upper, it looks surprisingly like a humanoid creature, squatting on the ground waving its arms.

As mentioned, the first attack of "giants" was in 1080. Other sightings have been reported in 1086, 1091, 1095, and 1098. Other attacks have occurred in 1092, 1097, and 1101. These sightings and attacks seem to have no particular focus of location, but have occurred on several continents of Kaiid.

If the party hunts for the giants, they will find no trace of large upright animals such as the legends suggest. They might find:

- gnulope skeletons with horns broken off and tracks all around (too many to sort out);
- huge footprints surrounding scattered human equipment (actually, kuragkaa footprints);
- long bones sharpened by being rubbing against a rock (minlad handiwork, may be some sign of them nearby).

In fact, since the legends indicate a quadruped and all animals on this planet have six limbs, the explorers may begin to wonder about a hoax much earlier. Let them spend as much time and as many animal encounters as it takes (but intervene with an obvious giveaway if boredom threatens) to determine that their real object of study is the minlad.

THE SCOUT INVESTIGATIONS

A Scout expedition is in the forest investigating the possibility of sentient natives. The expedition is equipped with air/raft, food, medical supplies, holocameras, a neural activity sensor and a biological kit. One of them will have a laser pistol for defense of the party. (More information on the neural activity sensor can be found in *Grand Survey*, if desired.)

If and when our party makes contact with these Scouts, they will find them led by an old acquaintance of Dur's, lirad Doobutugokusya-San. He suspects that one of the animal species of the forest may be sentient, but he is half prepared to see a large humanoid, given the legends. He will invite Dur and friends to assist him, knowing Dur's former talent for contact. He has the authority to draft Dur's help as an ex-Scout if necessary, for, as the saying goes, "you can never really leave the Scout service." The Detached Duty Office keeps track of all retired and detached Scout personnel, and can return any to active service in an emergency.

Meanwhile, the creatures of Kaiid are not making the task of determining their status any easier. Most animals are easily spooked and some are hostile. In order to obtain Scout protection for a developing race, it is necessary to record interactions showing sentient behavior, as described in the accompanying essay, "Persons and Unpersons". A neural activity sensor scan of the minlad will give equivocal readings, usually "semi-intelligent" but sometimes "intelligent, unknown". This reading is hard to get without scaring the creatures away.

Doobutugokusya-San's contact party is from Tonnes, jump-1 away, but word of the situation was also sent to Welling, the regional administrative center. Part way through the investigation, a Scout administrator will show up from Welling to attempt to stop it. He is almost apoplectic at the thought of changing Kaiid's society to protect any "alleged primitives" (the hoaxy quality of the suggested giants has not helped any) and will refuse to believe any but the most obvious evidence that the Tonnes Scouts can produce. If the party stands up to him, however, they will find that regulations back them up. He cannot stop the investigation himself.

If a sentient race were discovered, there are several alternatives to minimize the effect on Kaiidian society. The lasat are being studied on Zurr without barring humans from the planet entirely. Another major source of income for the planet could be discovered or contrived. The minlad are not numerous, nor common outside their mountain territories, so it would not be that difficult for the two races to leave each other in peace.

Iirad Doobutugokusya-San, Scout 879868 Age 39 5 terms Cr7500
Rifle-1, Air/Raft-1, JOT-1, Mechanical-1, Survey-1, Linguistics-1

Scout Doobutugokusya-San is heading a party consisting of himself and three other scouts from the Scout Base at Tonnes/Shuna, one jump away from Kaiid. The Scout mission is investigating a possible sentient race previously unreported on Kaiid/Shuna. Doobutugokusya-San is an old aquaintance of Dur's from his exploration days and has a lot of respect for Dur's skills.

Lagidur Khadamu, Scout (from Welling) 9857A6 Age 56 7 terms Cr30000
Admin-1, Liaison-1, Streetwise-2, Carousing-1, Wheeled Vehicle-1, Computer-1

Khadamu, a desk attendant with an overinflated sense of his own importance, is out to try to squash any of the reports of sentience on Kaiid. He is overly afraid of making waves in Court since the planet is privately owned by a noble family.

THE HUNTERS

Hunters can give information on animals (see "The Animals of Kaiid"). Some have superstitions about certain islands or areas where parties of hunters have disappeared or been found dead.

Some suspect there is an unidentified race hiding in the woods, but no buildings or artifacts have ever been found.

Desobit Khudash, Hunter 6A9875 Age 43 6 terms Cr10000
Hunting-2, Gun Cbt-1, Survival-2, Gambling-1, Mechanical-1, Grav Belt-1, Blade Cbt-1

Khudash is the leader of the faction of hunters willing to defend their current lifestyle violently against any regulation.

THE WHISTLES

From time to time, whistles will be heard from the woods. The guide can point out that these random noises come from the minlad. As everyone knows, the noises do not mean anything, but are like birdsongs in purpose.

With any amount of luck, the characters may eventually suspect that the whistles are a kind of language. Aybee has the best linguistics skill.

To determine that the whistles are a language:
DIFFICULT, int, linguistics, 15 min

Once it is known that the whistles are a form of speech, words may be associated with their referents by observing the actions of the minlad.

To add a word to the vocabulary:
DIFFICULT, int, linguistics, 30 sec

The minlad language consists of several different sounds. Whistles are notated with numbers (1-8) for each pitch; lower numbers are lower tones, and higher numbers are higher tones. Tongue clicks, notated as "t", are produced in the back of the mouth. A chittering sound, notated as "x", sounds much like the sound made by Terran squirrels. Referees with dramatic flair may wish to learn to speak the words with the aid of a musical instrument.

If your players enjoy puzzles, do not use the UTPs above. Instead, let the players figure things out in their own time. Keep whistling, as well as you can, when appropriate, and the players should realize something is going on before too long. Then, let them decide what individual whistles mean.

If you and your players have good ears, just use whistles; otherwise, write down individual words from the list below onto index cards. Don't tell the players what different words mean, but let them decide for themselves. Some meanings will be guessed correctly, but others will be wrong. This can really liven up a play session when characters later attempt to communicate with the minlad.

In order to simplify this description, the "language" given here is really only a vocabulary list, without any grammatical information. Most primitive languages are quite complex grammatically; feel free to add as much grammar as you and your players might enjoy. Notice in particular that all verbs start with "t", all words for food end with "t45", all words for individuals end with "532", and all words for enemies end with "8xxx".

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Word Table

hunters 7548xxx	snow 885
kuragkaa 2768xxx	storm 566
fire 8368xxx	sun 861
flyer carnivores 7528xxx	wind 686
sick 678xx	night 21861 (literally "no sun")
fish 152t45	tree 178
fruit 161t45	rock 382
roots 746t45	grass 482
insects 328t45	cave 454
leaves 585t45	river 5263
shellfish 663t45	lake 527
seeds 573t45	gift, trade 545
friend 674532	medicine leaves 67585
mother 583532	run t52
child 384532	swim tt2
mate 351532	hide t41
leader t722532	eat t45
no-prefix 21	play t3x
I 674	groom t28
we 631	sleep t81
you 184	fight t47
that one 722	come t22
many 827	our territory x6353
what is it? 16	far away (other territory) 21x6353

The following list of minlad actions shows how the language might be used in context, and how characters might derive meanings.

Feeding may yield words for various foods and for family members. Word for "no, not" may be deduced when a young one tries something he shouldn't eat and mother tells it "not eat".

. A minlad not of the local group approaches and whistles word "friend", then waits for a reply ("come") before approaching.

Group lookouts warn of approaching dangers such as kuragkaa, carnivore/fliers, storm, hunters, fire. Once a danger word is given, the whole group chitters for a short time to be sure all are warned. Other words might be "run", "hide", or "fight".

Minlad chase noala away from sleeping area, saying "our territory".

Young minlad calls another to "come", "play", "swim", or "groom" (a mutual activity).

THE SENTIENTS

A variety of encounters is necessary to accurately determine the identity of Kaiid's sentient race. The following list of possible encounters is suggested, but does not have to be followed strictly.

1. Assorted observations from list occur as the party builds its minlad vocabulary.

2. The first attempt at mutual speech is made. For example, the linguist may refer to himself with the "friend" word, but the minlad are puzzled and examine him closely, finally agreeing that the humans are friends, not hunters. Why are the minlad puzzled? Because the "friend" word literally means, "I am one of your kind," and the characters obviously are not.

3. A group of minlad are scattered by approach of hunters who fire on them but miss, or only wound one. Hunters will want to know what the party is doing in the woods, unarmed and hanging around "the animals". If the party states their business, the hunters may make veiled threats, such as "You ought to be careful, someone might mistake you for one of those animals and shoot you...by accident of course." The party may later observe the wounded minlad later being treated with leaf bandages (see "The Gimmick"). This incident with the hunters may prompt the party to carry weapons, if they are not already doing so.

4. Fishing minlad are attacked by a kuragkaa which starts to carry off a young one. (Minlad fish by wading in water and "tickling" the fish out.) The rest of the group attacks with sticks, rocks, fangs and claws. If the party aids in rescuing youngster, the minlad group will be very grateful, showing their appreciatiion by hugging, licking, offering food delicacies, and calling the adventurers "friend" repeatedly. This episode can lead in to the next following incident. If a knife is used in the fight, a minlad will want to investigate it and see how it is used.

5. One of the party is wounded by a wild animal. Attempts at first aid seem successful and the party remains in the woods, but by evening the character is feverish and the wound is swollen. A female minlad approaches with a mouthful of leaves. If the party permits it, she will put a poultice of the chewed leaves onto the wound. This will bring down the infection by morning.

6. If any character offers something to a minlad, such as food from packs, or a tool, the minlad will accept it and then come back with a fish and offer it to the character.

7. A minlad group is fired upon by hunters and one or more are killed. The remainder take to the trees, but stay nearby while the characters and NPCs confront each other. This episode can be used as a final encounter, after the characters have determined that the minlad are sentient. Some hunters would interfere in order to prevent this information from being publicized and thus destroying their livelihoods. An armed struggle in the woods can then be used as the adventure's climax.

Aybee, of course, will be armed even if the others aren't. If one of the

characters has the wit to whistle the "fight" word they learned earlier, the minlad (assuming the party has befriended them) will swarm the hunters from behind. Otherwise, they will not intervene unless one of the party is obviously injured or dead.

It may be difficult to prevent the minlad from killing hunters if the party wishes to take prisoners. Minlad have no word for prisoner. This battle scene will also demonstrate how the minlad have killed other hunters, and been mistaken for "giants".

THE LOCAL GOVERNMENT

Count LeMorc, Noble A878CE Age 53 8 terms Fiefdom of Kaiid
Hunting-2, Air/Raft-2, Admin-1, Leader-1, Bribery-1, Carousing-1

Count LeMorc permits the use of the planet in the opposite hemisphere from his palaces. He prefers to hand down decrees from on high and have no contact with tourists unless they happen to also be of high rank. He moves from his winter palace to his summer palace according to the weather, except of course, when on Imperial business elsewhere in the sector. He has a wife, Lady Elaine, and 4 children, one of whom is still a minor.

Count Lemorc's two oldest daughters are married to nobles elsewhere in the Lishun sector. His son Siklar has been named his heir.

Once a native sentient race has been found, the Scouts must act to protect it; to have missed such a race in their survey is a black mark on their record. But relocating the human population and the Count's fiefdom to protect the primitives in typical Scout fashion may prove an even worse problem.

The hunting of minlad must stop: killing a member of a sentient race without cause is murder anywhere in the Imperium. This means persuading a meeting of the local population, at least to put a moratorium on hunting until an official decision by the Scout Service is reached, after a report has been sent to administrative headquarters at Welling. Use the rules for handling crowd reactions in such a meeting.

The count's cooperation meanwhile is essential. Only our four knights can handle this, since he will not even meet with someone of social class less than A. However, if they make their presence known to him, he will invite them to a formal tea, where they can bring the matter up. He's hard to convince.

To convince the count that minlad hunting must stop:
DIFFICULT, persuasion or 1/2 interview, average(int, soc), 5 min (uncertain)

KAIID

Kaiid/Shuna A786231-F

Primary: Aten, spectral class G2V. Mass:1.00 standard. Stellar diameter: 0.982 standard. Luminosity: 0.994 standard. Close binary companion, white dwarf DM. Mass: 0.158 standard. Stellar diameter: 0.016 standard. Luminosity: 0.00006 standard.

Planetery System: Four major bodies. Three gas giants, one inhabited planet, one planetoid belt (innermost orbit).

Kaiid III: Mean orbital radius: 149,686,000 km. (1.0 AU) Period: 339.4 days standard. Diameter: 11,158 km. Density: 0.98 standard. Mass: 0.66 standard. Mean surface gravity: 0.86 g. Rotational period: 17 hours, 46 minutes, 16 seconds. Axial tilt: 32°39'50". Albedo: 0.3115. Surface atmospheric pressure: 2.20 atm; composition--nitrogen-oxygen mix. Hydrographic percentage: 60%, composition--liquid water. Mean surface temperature: 36.8° C. No natural satellites.

The hot equatorial regions of Kaiid are all but unbearable; in contrast, the temperate zones are paradisical in climate, with four standard seasons of 85 days each. Eleven major continents and three minor ones with many islands are scattered across the oceans, so no continental area is far from the sea's influence. Almost all land area is covered with forested jungle; there are no deserts and virtually no seismic activity. Native life is edible by humans.

Kaiid's dense atmosphere requires some adjustment for first-time visitors. For about a week they will have a tendency to hyperventilate and become dizzy (dexterity -3), and may pass out, especially if they come from planets with thin atmospheres. Seasoned travellers will visit a doctor for drugs to counteract this effect.

Kaiid is a wet world, with most areas having some precipitation every three days on the average. Winter is rainy in the tropics, very snowy in the higher latitudes. Violent thunderstorms occur about once a week in summer in all zones. Fog is common in winter. The polar areas get blizzards.

In -1951, the Tonnes cluster was approved for colonization by the First Imperium. Applications for the colony were processed from the ten nearest worlds of humans and groups of 500 were selected for each planet. Ixteline and Enmish were outfitted with automated fueling and repair stations, but Kaiid, Tonnes, and Girshi received colonists. Each colony was supplied with mining equipment, construction tools, and medical equipment, as well as a library of the Empire's knowledge. They were deposited by military jump-2 vessels, with the knowledge that starships could call on them only rarely.

Native life on both Tonnes and Kaiid was edible to humans, which was a welcome change for Vilani-trained farmers. Unfortunately, humans were also edible to the native life on Kaiid, including some parasites. A more subtle danger was the deficiency of cobalt in the soil, preventing the formation of vitamin B-12. Humans need supplementary vitamins on Kaiid, but the settlers did not know this until several years had passed. For a while, the colony solved the problem by importing a trace mineral fertilizer. But when interstellar travel faded out, the

jump-2 routes were the first to go. The Tonnes cluster was cut off.

A radio distress signal was sent out from Kaiid, but of course more than seven years passed before a station on Tonnes finally picked up the message. Several years later, a rescue expedition brought back the 50 survivors of the thousands who had lived on Kaiid at its height. The Kaiid library was also removed to Tonnes in hopes that it might replace some units that had been lost or damaged from that world's library. Tonnes thrived despite the isolation of the Long Night. (Today, most traces of the colony on Kaiid have crumbled, although mine shafts survive.)

Near the beginning of the Third Imperium, Kaiid (still uninhabited after the Long Night) was granted as a fiefdom to Count Lemorc for services to the Emperor. The Count rarely lived there except while vacationing, and his heirs followed his example. About 950, the Lemorc family started to allow colonization of Kaiid.

The major export of the planet is the fur of an omnivorous mammal called the minlad, with skins worth as much as Cr1000. The bulk of the planet's 67 permanent residents are hunters or guides for tourist safaris, which contribute to the planetary economy. In addition to the permanent residents, many hundreds of people come to Kaiid for a year or so, hoping to make their fortune in fur and then leave. Thousands of tourists come for a week or two at a time.

Resident hunters need no license, but all temporary residents pay a Cr1000 entry fee in order to stay each year and hunt. Two-week hunting licenses cost Cr40. Guides must have the appropriate hunting license, but need no special credentials to lead excursions.

Most manufacturing and agriculture for local consumption is produced by robots, and the starport is almost completely automated. Kaiid has no major cities, but a resort town, Keraliid, houses most people when they aren't in the woods. Keraliid is only a few minutes away from the starport, 50 km distant.

The present Count pays little attention to the governing of the planet. He has appointed a mayor for Keraliid and a sheriff for the entire settled hemisphere. There is very little law enforcement and most types of weapons are available over the counter, albeit at slightly inflated prices.

Armaash Kirke

Bikir Pile

Count LeMorc

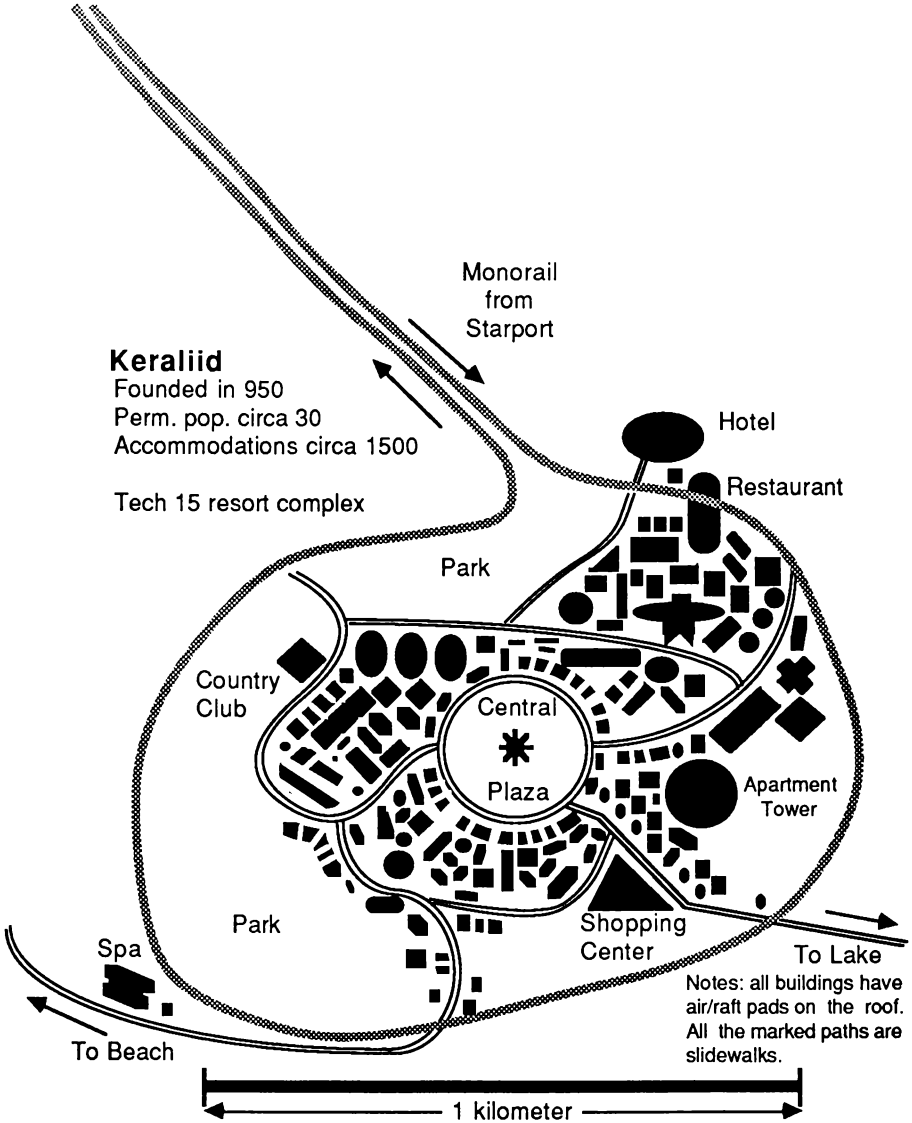
Desobit Khudash

Iirad Doobutugokuysa-San

Kural Devon

Lagidur Khadamu

Players' Guide to the NPCs


Monorail
from
Starport
Keraliid
Founded in 950
Perm. pop. circa 30
Accommodations circa 1500
Tech 15 resort complex
Hotel
Restaurant
Park
Country
Club
Central
Plaza
Apartment
Tower
Park
Shopping
Center
Spa
To Lake
Notes: all buildings have air/raft pads on the roof. All the marked paths are slidewalks.
To Beach
1 kilometer

ANIMALS OF KAIID

Minlad Omnivore/Gatherer. 30 kg. Hits 10/12. Armor cloth. Wounds 5, teeth and claws. Reactions F5 A9 S2.

The minlad is Kaiid's main source of income. These elusive creatures resemble oversized raccoons, but their very thick fur is patterned in more varied and beautiful designs. They are found primarily in the mountains of the tropics, rarely in the polar regions. They hibernate in the coldest part of winter.

Despite warnings of ecological specialists, hunters have put increasing pressure on the population of these animals, which have become harder to catch in recent years, and more aggressive in defending themselves. No attempts have been made to domesticate them as pets. In the past, they were usually found alone, or with cubs, but they have recently been seen more often in groups of ten to twenty. The males are larger and more beautifully marked, and hence more valuable. Minlad are curious and often take unguarded equipment.

Gnulope Herbivore/ Grazer. 70 kg. Hits 12/8. Armor cloth. Wounds 15, horn. Reactions F5 A10 S3.

The gnulope is an antelope-like grazer inhabiting mountain ranges in temperate and tropical zones. Gnulopes are popular as meat animals but are hard to track since they can jump like mountain goats. Gnulopes are sometimes found in lowlands, where they are drawn by the rich grazing in river bottoms.

Gnulope snort, and bellow to warn their herds of danger.

Arelli Herbivore/ Flyer. 1-2 kg. Hits 3/2. No armor. Wounds 2, beak and claws. Reactions F3 A11 S2.

These flyers have landing claws on rear legs and tiny manipulative digits on front legs, with wings between the front and rear legs. They are fairly intelligent animals and popular as pets both here and off-world. Tropical creatures, they fall ill easily if allowed to get chilled. They eat fruit, leaves, and insects, and are easily attracted by the offer of food.

Arelli chirp and squeal when interested in something, and screech when fleeing in fright.

Kuragkaa Carnivore/Hunter. 200 kg. Hits 28/ 20. Armor jack. Wounds 40, teeth, thrasher . Reactions A 4 F8 S1.

This river-dwelling carnivore preys on fish and careless land animals. To attack a creature on a riverbank, the kuragkaa glides underwater to the closest point from which to launch its attack, dragging its prey underwater to drown it. The kuragkaa's most vulnerable points are its eyes and open mouth. It is the chief natural enemy of the minlad and warra.

Kuragkaa make no sound.

Noala Carnivore/ Trapper. 15 kg. Hits 8/6. Armor cloth. Wounds 5, teeth. Reactions F7 A10 S1.

This tree-dwelling animal often eats arelli. It is rarely hunted, and is not known to have bothered humans.

Noala remain in trees all their lives. Their wrinkled brown skin makes them resemble a stump of a branch when they hold still. When a noala's prey ventures near enough, it snatches it and paralyzes it with a venomous bite. This venom has little effect on humans, and noala have not been known to bite humans unless captured. They make no sound at all.

Warra Omnivore/ hunter-gatherer. 3 kg. Hits 5/5. Armor cloth. Wounds 7, claws. Reactions F4 A8 S2.

This burrowing mammal is hunted for its fur, which is less valuable than that of the minlad. Warra are vicious when cornered, using their long sharp claws as weapons.

Warra growl when angry and make a chirping or chattering sound when feeding or socializing. They live alone but often feed with others of their kind without fighting.

FURS

Most furs are exported by a subsidiary of Sharurshid, which sends a ship to Kaiid every month. The furs are popular throughout Lishun and Antares sectors and on into Core. A prime male minlad fur is worth Cr1000 during cold weather when the fur is thickest. Warra fur is worth about Cr100 a pelt.

Minlad are usually trapped, but are sometimes stalked and shot. Lately they have become much more wary of bait or traps of any kind. Some trappers have found their traps destroyed, or sprung on rocks or sticks.

Warra can often be baited out of their burrows with an animal carcass. Many kills of gnulope are for bait purposes.

OTHER ANIMALS OF KAIID

Other animals present in the jungles of Kaiid are carnivore/fliers, assorted other birds, insects, and fish, any of which may be mentioned in encounters but are not important.

ANIMAL ENCOUNTER/REACTIONS MATRIX

	1	2	3	4	5	6
	Minlad	*Gnulope*	*Arelli*	*Kuragkaa*	*Noala*	*Warra*
1	direct sighting	direct sighting	direct sighting	direct sighting	direct sighting	direct sighting
2	evasive sighting	evasive sighting	evasive sighting	evasive sighting	evasive sighting	evasive sighting
3	tracks/sign	tracks/sign	tracks/sign	tracks/sign	tracks/sign	tracks/sign
4	attack	attack (if cornered)	curious approach	attack	evasive sighting	attack (if cornered)
5	curious approach	direct sighting	curious approach	attack	curious approach	tracks/sign
6	unseen observation	unseen observation	unseen observation	unseen observation	unseen observation	unseen observation

USING THE ANIMAL ENCOUNTER/REACTIONS MATRIX

Roll dice separately for across and down on the animal encounter table. Remember that kuragkaa can only be encountered near water.

Direct sighting means someone in the party sees the animal; they may shoot or photograph if the animal is in range, or attempt to approach it.

Evasive sighting means someone saw something move but couldn't be sure what it was without closer stalking.

Tracks/sign means someone notices a trail the characters could follow, or evidence that the animal has been here.

Attack occurs automatically unless conditions are given and are not met. Reroll in this case.

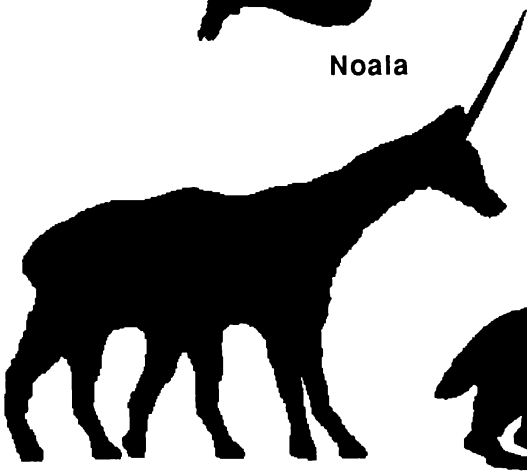
Curious approach by an animal may be as close as the referee wishes. Arelli will perch on a hand if food is offered and no guns or nets are visible. Minlad love to investigate packs and watch people at their camping activities. They may even attempt to imitate people. Noala usually stay in their trees.

Unseen observation means the animal is watching the players from hiding. Make note of this and say nothing unless a chance for other interaction comes up later. For instance, if a kuragkaa is watching from hiding, it will attack if the players come within range.

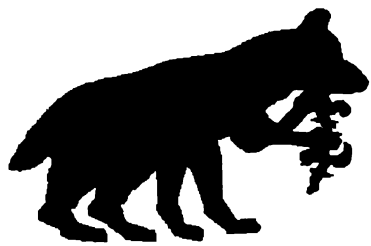
Arelli

Warra

Noala



Gnulope



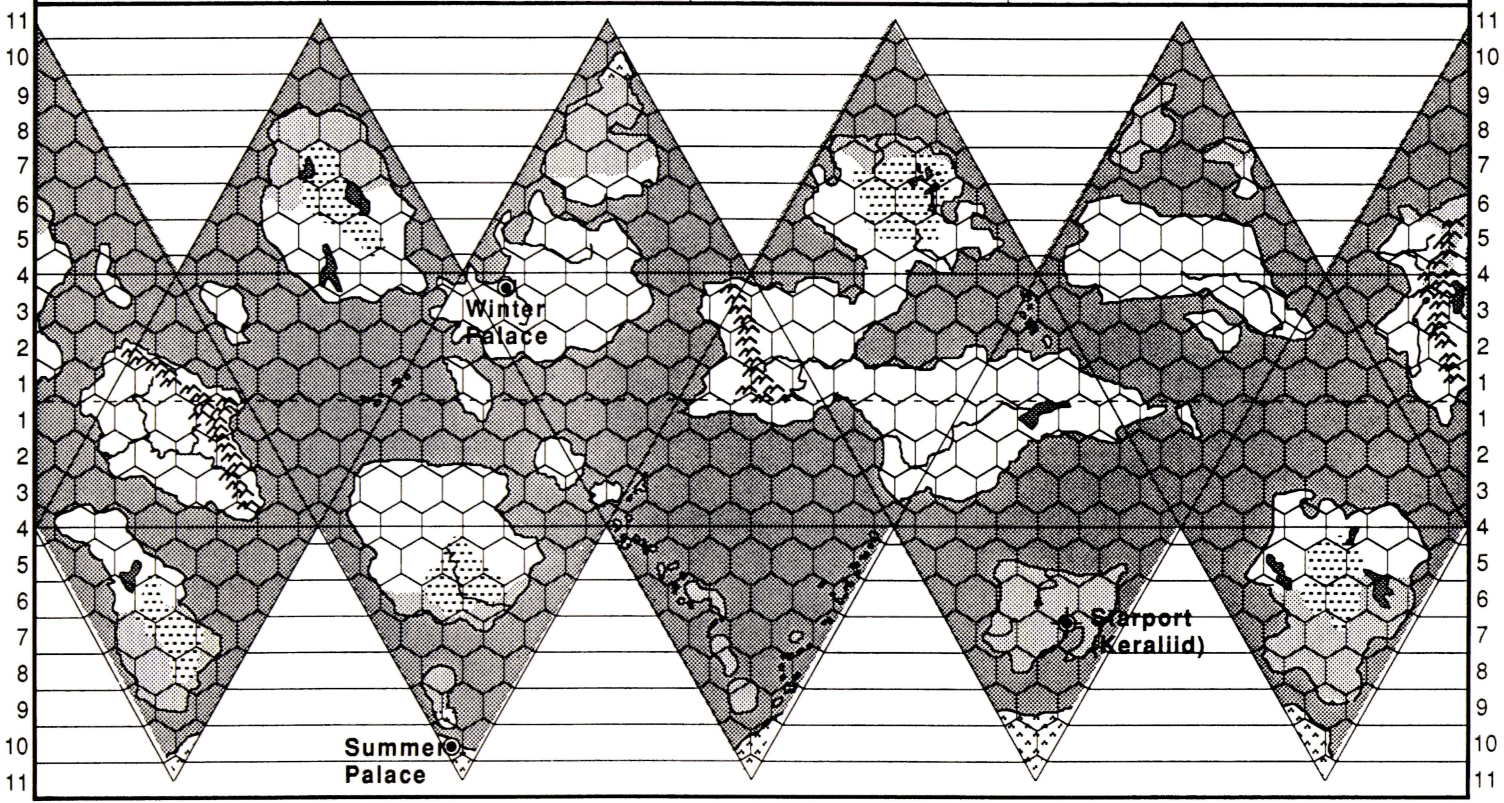
Minlad

Kuragakaa

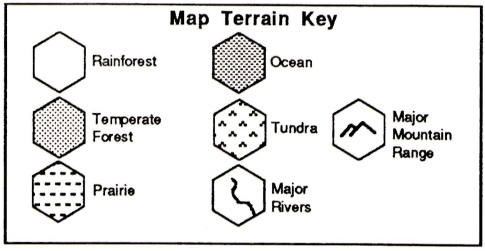
WORLD MAP GRID

This geodesic map grid divides the spherical surface of any globe into twenty triangles, each of which is further divided into hexagons. Note terrain identities and other planetographic features of the world in these hexagons. Total number of map hexes per triangle: 25. Total number of map hexes: 500.

1. Date of Preparation	2. World Name *(and UPP)*	3. Hexagon Scale in Kilometers (circumference divided by 35)	4. Subsector and Sector Location of World
	Kaiid A7862 31F	1005 km	Shuna — Lishun 0621



IS Form 21 **World Map Grid (Large)**



TEMPERATURE WORKSHEET: Kaiid, axial tilt 32°

Hex Row	Modifier	Base:37°	Seasonal	Summer: +19°	Daytime: +4	Winter: -32	Nighttime: -4
1	+18	55	—	55	59	55	51
2	+12	49	25%	54	58	41	37
3	+6	43	50%	53	57	27	23
4	0	37	75%	52	56	13	9
5	-6	31	100%	50	54	-1	-5
6	-12	25	100%	44	48	-7	-11
7	-18	19	100%	38	42	-13	-17
8	-24	13	100%	32	36	-19	-23
9	-30	7	100%	26	30	-25	-29
10	-36	1	100%	20	24	-31	-35
11	-42	-5	100%	14	18	-37	-41

No permanent ice cap.

WORLD PROFILE

1. Date of Preparation: 151-1102

2. World Name: Kaiid

3. Location: Lishun 0621

4. UPP: A 7 8 6 2 3 1 F

PHYSICAL DATA

Data describing the world's basic physical attributes in more detail.

5. Diameter: 11,158 km

6. Density: 0.98 standard

7. Mass: 0.66 standard

8. Mean Surface Gravity: 0.86 g

9. Rotation Period: 17 hrs 46 min 16 sec

10. Orbital Period: 339.4 days

11. Seasons (*list*): 4 standard seasons, 85 days each

12. Axial Tilt: 32° 39' 50"

13. Orbital Eccentricity: 0.010

14. Satellites: none

15. Surface Atmospheric Pressure: 2.2 atm

16. Atmospheric Composition: Standard oxygen-nitrogen mix

16a. Atmospheric Terraforming? ☐ Yes ☒ No

17. Hydrographic Percentage: 60%

18. Hydrographic Composition: Water

18a. Hydrographic Terraforming? ☐ Yes ☒ No

TEMPERATURE

Data concerning world surface temperature and various modifiers.

19. Base Mean Surface Temperature: 36.8°C

20. Axial Tilt Modifiers: +19.2°C, -32°C

21. Rotation Modifiers: +3.6°C, -4.5°C

22. Latitude Modifiers: ±6°C per hex row

23. Orbital Eccentricity Modifiers: ±0.3

24a. Weather Control? ☐ Yes ☒ No
24b. Greenhouse Effect Terraforming? ☐ Yes ☒ No
24c. Albedo Terraforming? ☐ Yes ☒ No

25. Other Modifiers: none

MAPPING DATA

Data describing the details of a world's makeup which affect world mapping.

26. Num. of Tectonic Plates: 7

27a. Native Life? ☒ Yes ☐ No
27b. Terrain Terraforming? ☐ Yes ☒ No

28. Major Continents: 11

29. Minor Continents: 3 — 12 major islands, 5 archipelagoes

30. Major Oceans: world

31. Minor Oceans: world

32. World Name: Kaiid

SEISMIC DATA

Data indicating the relative likelihood of seismic activity.

33. Stress Factor: 1

34. Notable Volcanoes: 0

RESOURCES

Data indicating the presence of resources of various kinds.

35. Natural Resources (*list*): Agricultural, Gems, Crystals, Petrochemicals

36. Processed Resources (*list*): Agricultural, Agroproducts

37. Manufactured Products (*list*): None

POPULATION & PORTS

Describe the world's population centers and space facilities in detail.

38. World Population: 67 (permanent)

39. Primary Cities (*list name, population, and starport type*):
Keraliid 1000 (temp) A
Kaiid Orbital 500 (temp) A
(staffed by robots)

40. Secondary Cities (*list number of cities, their population level, and their typical spaceport type*): None

41. Tertiary Cities (*list number of cities, their population level, and their typical spaceport type*): None

RUMORS, NEWS, AND OTHER ACTIVITIES

In general, guides can supply survival knowledge in plenty, and sales pitches for various trips, especially to the mountains, where hunting is good, air is normal pressure, and the temperature is cooler. Most guides are aware of the Scout party and could help locate them for the players.

Service people around the town can tell of the history and politics of Kaiid, current situations, rumors about the Count and his family (some uncomplimentary), and opinions even on things they know nothing about.

ITEM 1

Upon moving to his summer palace, the Count found that it had been broken into and ransacked. Several maintenance robots had been deactivated, probably when trying to eject the intruder. Since few valuables were stored there in the family's absence and none of them were missing, the motive of the break-in is unclear. However, the vault that holds the noble's records showed signs of an attempt to open it. The sheriff has flown to the palace to investigate.

ITEM 2

Trapper Camroho Jaktono was found dead in his cabin of gunshot wounds; the body was discovered by a friend who normally travelled with Jaktono when they brought their winter's catch to town. Furs, money, and several pieces of expensive equipment were missing from the cabin.

ITEM 3

A serious accident, apparently caused by uncharted orbital debris, destroyed the Free Trader Lomev as it inserted into polar orbit earlier today. No survivors are expected to be found.

ITEM 4

The Count is preparing a new tax structure which will benefit temporary residents much more than permanent residents. (This is the opinion of some very indignant permanent residents.) On the other hand, it will attract outside workers and investment. (This is the opinion of temporary residents).

ITEM 5

Male and female guides are in fierce competition. Most of the guides are male and would like to keep the business to themselves, but some women are pushing for more independence. Kaiid society is more sex-differentiated than is common on larger Imperial worlds.

ITEM 6

Port officials warn the players to stay only as long as their visas allow. Many people are overstaying or forging their papers so as to make money in trapping without paying an entry fee. Professional trappers are even more emphatic about the unfairness of this. (Does this have anything to do with the murdered man above?)

ITEM 7

Siklar Lemorc, the Count's designated heir, is not the sort of young man that the residents can respect. They see him as a weakling, an effete scholar who will have no sympathy with his subjects' lifestyles. Considering that Siklar is only 15, this is prejudging him somewhat, but most Kaiidians dread the time when he will take over from his father.

ITEM 8

The Count's oldest daughter is marrying the son of a duke in the Antares sector.

ITEM 9

Many people on Kaiid are discussing the latest book on the giants. The giants are blamed, by those who believe in them, for most of the disappearances and mysterious happenings in the forest, but no one other than the author has ever claimed to have seen one in person. Some of the ruins in the forest are attributed to them, implying a higher civilization which degenerated.

Items 1, 4, and perhaps 7 may be combined into one subplot. Items 2 and 6 may form another.

If players are chasing red herrings, supply them with additional evidence, relating the break-in to an attempt to discover the Count's plans, and have citizen's groups organizing protests.

If they investigate the murder, give them clues that the murdered man was a fanatic about keeping Kaiid for the residents and had made a lot of enemies among temporary trappers by threatening them. Your players can even solve the murder if they ignore the main plot long enough. However, any personal investigation will get them into woods somewhere, since there is nothing else outside the one town. Then the main adventure can be started.

THE GIMMICK

The disruption of lifestyle may be recompensed by discovering the pharmaceutical value of the leaf poultice that the minlad use. The Scout, Doobutugokusya-San can test it with a biological field kit.

The leaf is not effective by itself. When the minlad chew it, they secrete a catalyst that releases the healing agent contained in the leaf. There will be a need to secure minlad cooperation to find some way of producing the catalyst or synthesizing it. (Note that one of the possible encounters with the minlad is an exchange of some kind. It should be possible to get the idea of trade and business across using that as a starting point.)

PLAYING THE CHARACTERS

"Playing the characters" gives details about role-playing the adventure's important characters. In this issue we focus on Dur Telemon.

A fundamental rule of effective role-playing is "know your character". The more you know about your character, the easier the character is to role-play in an enjoyable and believable manner. A good way to learn more about a character is to examine his (or her) past. To that end, here are details of Dur Telemon's life.

Dur Telemon was born on Mora/Mora on 038-1067. He has one older brother and a younger sister, both of whom live now on Mora with their own families.

Dur had no real choice but to eventually become a Scout. Other Scouts in his family included both of his grandfathers, an aunt, several cousins, and his father. In fact, his father, Cedric Telemon, did not see Dur for the first two and a half years of Dur's life, because Cedric at the time was serving an extended tour of duty in the Riftspan Reaches on the J-5 route.

Dur's father was a Scout, but it was more as a result of his mother's up-bringing that Dur fell in love with the idea of becoming a Scout himself. Dur's mother, with her own father and sister both in the service, married a Scout knowing full well the demands that such a life would place upon a new family.

One of Dur's earliest childhood memories is of a "survey" game his mother played with him when he was in his infancy. In the game, Dur or his mother would hide somewhere inside the house, and the other would be the "Scout" sent out to "make contact".

As a boy, Dur enjoyed several pastimes appropriate to a future Scout. He loved to draw maps, usually of worlds that existed only in his own imagination. His grandfathers for their part regaled him with exciting tales of life in the Scout service. These stories were adorned, of course, in the fashion that all grandfathers use when telling tales to their young grandchildren, but this elaboration only made them that much more exciting to Dur's naive ears. Dur also enjoyed visiting the orbital Scout complex with one or the other of his grandfathers.

In other respects, Dur was not an extraordinary child. His grades in school were average. His father's service in the Fourth Frontier War was a source of pride and concern for Dur and his mother. In 1082, his father was injured by a Zhodani sympathizer on Esalin/Jewell. After recovering in a Naval medship, he was mustered out and returned to Mora, walking with a limp but still devoted to the Scouts. He is now in the restaurant business.

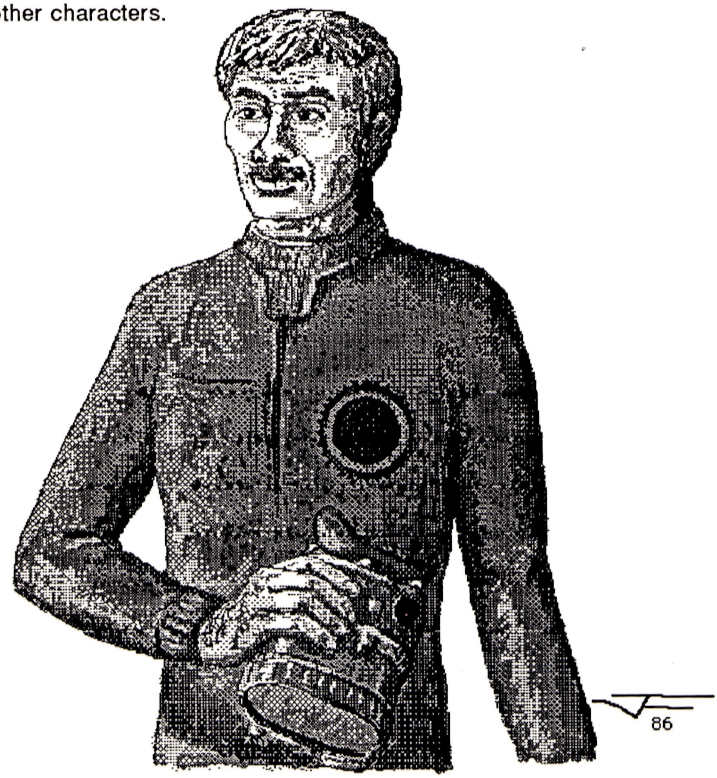
Dur started college with an interest in xenology, the study of alien races, but his desire to face aliens was much stronger than his desire to read about them. His participation in schoolwork was always haphazard, and after a few years of lackadaisical study he involuntarily withdrew from his classes and soon after

strolled into a Scout recruiting office in Gallipolis. He didn't tell his mother or father of this "decision" until he received his uniform and orders for his first assignment; both parents were proud of their son's career choice, even if a little dismayed at his timing.

Dur's service in the Exploration Branch was everything he had expected it to be. Twice he was officially cited for bravery, once in the incident on Pannet/Rhylanor in which he saved Dr. Krenstein from technophobic terrorists who had kidnapped him. On another expedition, his survival skill was credited with saving the lives of four other Scouts when a survey cutter's engine exploded and left the five stranded on a desolate world with a minimum of usable equipment.

Dur's various shipboard duties render him a useful member of any crew. His skill with the auto pistol is excellent. Dur is young, handsome, energetic, and professional; more than one girl has wished that he would settle down and start a family.

Near the end of his fourth term, Dur was unwillingly transferred into Scout Fleet Support, a desk job he knew he could not enjoy. Shortly after receiving this order, he mustered out and began travelling with his uncle, Akidda Laagiir, and the other characters.



Shuna Subsector

The Shuna subsector (subsector I of the Lishun sector) is a subsector of contrasts: urbanized worlds with astounding high-tech wonders sit just one parsec away from empty, unspoiled worlds.

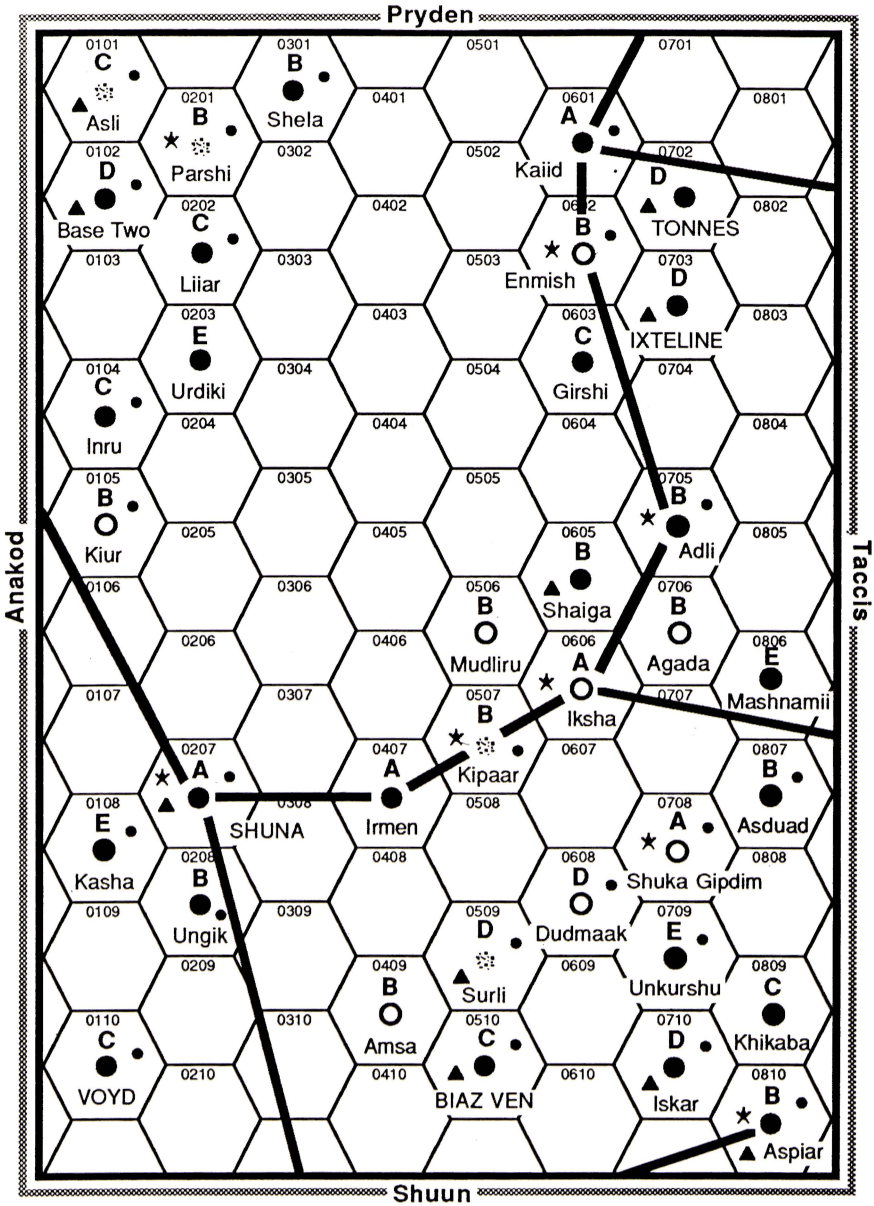
The subsector capital Shuna is famous for its beautiful and amazing "air cities" that float freely in the atmosphere and house much of its 45 billion population.

The hollow asteroid worlds of Asli and Parshi are considered wonders of the Imperium, both for their engineering excellence and for their human comfort.

The worlds Ungik, Kaiid, and Asduad are Imperial grants, and thus are the personal property of nobles at court. The Asduad grant dates from the First Imperium.

Name	*Location*	*UPP*		*Bases*	*Remarks*	
Asli	0101	C000761	D	S	Asteroid Belt. Owned by Parshi.	G
Base Two	0102	D584357	7	S	NonInd.	G
Inru	0104	C425553	9		NonInd.	G
Kiur	0105	B9C57BB	D		Fluid Hydrosphere.	G
Kasha	0108	E343456	9		NonInd. Poor.	G
Voyd	0110	C4249D8	C		Industrial.	G
Parshi	0201	B000753	F	N	Asteroid Belt.	G
Lilar	0202	C677642	9		Agricultural. NonInd.	G
Urdiki	0203	E59988C	8			
Shuna	0207	A385A98	G	B	Subsector capital.	G
Ungik	0208	B865130	8		NonInd.	G
Shela	0301	B4248BD	E			G
Irmen	0407	A623541	E		NonInd. Poor.	
Amsa	0409	B220310	B		NonInd. Poor. Desert world.	
Mudliru	0506	BAE2353	C		NonInd. Fluid Hydrosphere.	
Kipaar	0507	B000520	E	N	Asteroid Belt.	G
Surli	0509	D000853	7	S	NonInd.	
Biaz Ven	0510	C445AB6	F	S	Industrial.	G
Kaiid	0601	A786131	F		NonInd.	G
Enmish	0602	B613453	B	N	NonInd. Ice-capped.	G
Girshi	0603	C57559C	6		Agricultural. NonInd.	
Shaiga	0605	B885453	D	S	NonInd.	
Iksha	0606	A300799	F	N	NonAg. Vacuum world.	
Dudmaak	0608	D360431	9		NonInd. Desert world.	G
Tonnes	0702	D897ABC	C	S	Industrial.	
Ixteline	0703	D524A84	D	S	Industrial.	
Adli	0705	B657332	D	N	NonInd.	
Agada	0706	B402400	B		NonInd. Vacuum world.Ice-capped.	
Shuka Gipdim	0708	A370575	E	N	NonInd.	G
Unkurshu	0709	E46165A	9		NonInd. Rich.	G
Iskar	0710	D351645	4	S	NonInd. Poor.	G
Mashnamii	0802	EA9A479	5		NonInd. Water world.	
Asduad	0806	B768232	9		NonInd.	G
Khikaba	0809	C524869	A		Owned by Aspiar.	
Aspiar	0810	B547345	C	B	NonInd.	G

The Shuna subsector contains 35 worlds with a total population of 175.056 billion. The highest population is 66.5 billion at Biaz Ven; the highest tech level is G at Shuna. All worlds are members of the Imperium. There are no red or amber zones in this subsector.



Shuna Subsector

Subsector I of the Lishun Sector

Persons and Unpersons

What Constitutes Intelligence: Standards Used by the Scouts

On planets where one race has come to dominance naturally over time, that race rarely doubts that it knows what makes it special. When a sentient race ventures into space, however, they find that they need standards by which to judge the races that they find.

What constitutes an intelligent being? Variations in environment and physical form can lead to wide differences in a species's adaptations. Older definitions often need to be overhauled.

Before human colonization is permitted, a Scout exploration team has the responsibility of deciding whether a world has any native intelligent life. Any race that shows as "intelligent" or "semi-intelligent" on the neural activity sensor is closely observed for signs of sentient behavior.

Imperial xenologists find that three areas of development must interact to bring a species to the level labeled as "sentient". These are: language, social structure, and tools (environmental manipulation, in whatever manner is physically possible for that specific race). This article lists a series of steps for each area, from low animals to unquestioned sentients.

CONCEPTUAL THOUGHT

Conceptual thought, as evidenced by language, remains a major sign of intelligence. The key area is not the ability to label concrete objects but the ability to treat concepts as units in new concepts and thus to develop "conceptual ladders". Abstraction enables a race to envision the future and plan for it rather than to live in an eternal present, guided only by instinct.

Language begins, usually, with sounds or signals for emotions. A cat's purr is an example. Beyond this is the deliberate use of a sound to convey a message: the alarm snort of a deer or the slapping of a beaver's tail would

be in this category. A third step uses distinguishable sounds or signals to refer to different concrete objects. A baboon lookout gives a different warning cry for a tiger than for a hawk or eagle, and his tribe responds accordingly, climbing to high thin branches to avoid a tiger, but finding thick foliage to foil a hawk or eagle.

More difficult than naming a thing is referring to its attributes. Still, bees do this when they inform their hivemates of the distance and direction to a nectar source. This is a borderline behavior when determining intelligence.

Abstraction beyond attributes involves grouping things by some one common attribute and giving the group a single label. This is the key to conceptual ladders and the gateway to knowledge. There were aboriginal tribes on Terra as the Solomani entered their space age who still could not abstract, though they were definitely human.

Their language contained a name for every tree within their ken but no generic term "tree". They could not count beyond the number of their fingers. Their memories of the past were recited by rote, in detail, and they could not give a synopsis or state a length of time between events. These were primitive men, indeed!

Conceptual language enables a being to think of what is not immediately present, in time or space. Planning for the future, imagining new ways of doing things, and analyzing things logically all depend on this skill. Written language is a tremendous help for storing knowledge in something less volatile than a living brain. It facilitates cooperation and the bestowal of information to new generations.

Language comes in unexpected forms at times, such as the songs of whales or the Hiver language of gestures. Even scents may be a form of deliberate communication. No translator machine exists which can cope with all the possibilities, so the Scout team must be alert to any means being used to exchange information. Psionics is the most difficult to discover.

SOCIAL STRUCTURE

Certain societal structures are necessary to a species' development into reasoning beings. One requirement, to which no exception has yet been found, is that adults must educate their young. If adults lay eggs and then leave them, or die before the eggs hatch, none of the adult's acquired knowledge and skills can be passed on to the young, and no cumulative learning can take place.

In many races, though not all, care for the young implies a pair bond that lasts at least through one breeding cycle. Others raise their young collectively. Even Hivers, while they ignore their larvae, do teach their adolescents.

Another great step forward occurs when members of the species group together rather than wander as solitary individuals. Cooperation then becomes possible, enabling the group to undertake tasks that a lone individual could not handle. Division of labor sometimes occurs in relatively low-level societies such as insect hives, but the different roles are instinctual rather than learned. The advantages of cooperation and the division of labor accrue when individuals, by concentrating their efforts, can improve their performance. More efficient work

benefits both the worker and his group.

The dawn of sentience comes with the innovator. The being who invents a new way of dealing with problems is the cause of all technological progress. Instinctive behaviors are exactly alike in all members of the race, which gives the Scout a way of differentiating instinct from ingenuity. The absence of innovation is the reason why bees, for all their highly ordered society, cannot be considered intelligent but are locked on the instinctual level.

Sometimes inaccurately labeled as altruism, the impulse to protect the group as a whole and not just oneself is another by-product of cooperation in higher animals and sentients. Compassion and care for the sick and injured are also signs of greater development in animals. These behaviors promote the kind of social order the individual can best live in. Advanced sentients never outgrow the impulse to preserve their species and especially their own children.

USING TOOLS

A first definition of man was "a tool-using animal". However, many non-sentients use implements to aid them. The revised definition was "a tool-making animal", requiring modification of an implement to make it usable. When apes were seen to strip twigs to use as "fishing poles" in termite nests, anthropologists again revised their definition to say that sentients "make tools to make tools".

This is actually too restrictive, since a species without manipulative members may be highly intelligent despite its inability to use tools or fire. The dolphin of Terra is an example of this class, as is the lasat of Zurr. Special consideration must be given to psionic creatures, who may manipulate their environment by telekinesis with no material tools at all. A theory was advanced in 508 that psionics was linked to intelligence, but the theory was abandoned after the anolas of Pysadi were found to be psionic.

"Animals adapt to their environment; man adapts his environment to suit himself." Usually true, but what of the beaver? He not only builds a lake to suit himself, but may dig a canal several hundred meters into the woods to float his chosen logs to the construction site. Leaf cutter ants are farmers who create the soil to grow their fungi from leaves. The means of adapting the environment must be judged.

Control of fire, in any atmosphere that permits it, was considered a definite mark of sentience until the maniku were found on Kimu in the Daibei sector. These primates observed that lightning-caused fires roasted the pods of a tree whose pods were poisonous when raw. The maniku began carrying torches from these fires to set off other patches of trees. Unfortunately this also sets off brush fires and trims the maniku population somewhat. The maniku are not sentient despite their use of fire.

The new Scout Contact Manual points out that the ability to make fire from scratch is a sign of intelligence, even more so than the making of stone knives or other tools. Carrying fire from place to place is not sufficient in itself.

Aesthetics are commonly an interest of more advanced species, but some lower animals decorate their homes (e.g., the bower bird) while some advanced races disdain aesthetics entirely. *—continued on page 47*

Vakkuun	Adawi	Sotri	Criideu
Pryden	Masionia	Gama	Tephany
Shuna	Taccis	Simen	Ot Zell
Shuun	Welling	Strashna	Mirmida

Lishun: Subsector Key

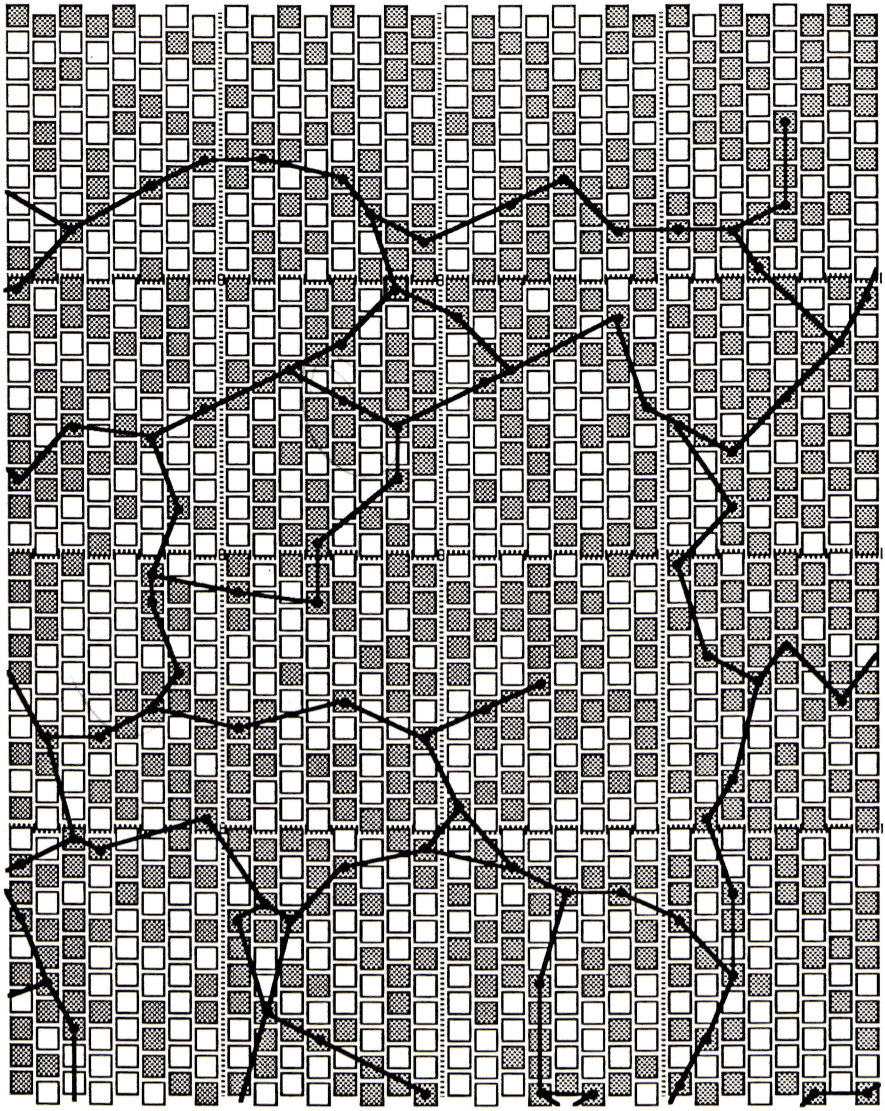
Ashki/Vakkuum (0110 A-89A533-D): Ashki is a water world, the home of the so-called electric algae, which are neither algae nor normally electric. They are scavenging amoebae with a blue-green pigment; its function is quite different from chlorophyll. In stormy weather the copper-based pigment collects static charges as lightning strikes the water. When charged, the amoebae group themselves into colonies of many strange shapes, held together by intertwining of the individual cells' cilia. The tendrils of these colonies shock fish with the accumulated charges and thereby enrich the feeding ground of decaying matter on the shallow sea floors where the amoebae live.

Asli/Shuna (0121 C-000761-D): Asli is an offshoot of the very successful asteroid culture of Parshi (0221 C-000753-F). Both systems are administered by graduates of Parshi's exclusive Academy of Asteroid Sciences. Upon graduation, each scientist is assigned to the rule of a cubic trillion kilometers of asteroid belt, either opening new territory or replacing a dead colleague. The hollow asteroid worlds of Asli and Parshi are considered wonders of the Imperium, both for engineering excellence and human comfort.

Khikaba/Shuna (0829 C-524869-A): Khikaba was the site of the infamous Meson Rebellion in 1020. Imperial Navy forces took 12 years to restore order. Now under martial law, Khikaba's government is administered from the naval base at Shuka Gipdim/Shuna (0728 A-370575-E). All development on Khikaba beyond tech level 10 is forbidden and laboratories are strictly monitored to prevent the rebuilding of high-tech weaponry. Guerrilla activity is still common in mountainous areas.

Kiur/Shuna (0125 B-9C5215-D): Kiur is a large, very dense world, rich in heavy metals with a dense hydrocarbon atmosphere, making Kiur almost a sub-gas-giant in a system entirely composed of gas giants. Its 71 million inhabitants live in orbit to escape the atmosphere of methane and ammonia.

The atmosphere can be easily skimmed and purified for fusion fuel, but what really sweetens the dismal aspect of this world is the ocean of pure hydrocarbons. These are scooped and sold to lower tech planets that still burn them for fuel. A good example is Surli, 5 parsecs away.



Xboat Routes of the Lishun Sector

Shuna/Shuna (0227 A-385A98-G): Shuna has put most of its high-tech expertise into devising comfortable housing for its 45 billion people. The world is famous for its beautiful, free-floating "air cities", which hover in the atmosphere at many different levels and rarely, if ever, touch the planet's surface.

All available land on the planet's surface is farmed, forested, or mined, often with the aid of climate control. Subsector and planetary governments each have a single massive air city to themselves.

Zurr/Adawi (1205 C-84A215-B): Zurr is the home of the aquatic Iasat. Judged to be a developing sentient species by the Imperial Scout Service, the Iasats are under study by 200 Imperial Scientists of the Learun Research Foundation, on a grant from Emperor Strephon. Other visitors to the planet are restricted in their contacts with the natives.

continued from page 44—

The domestication of other animals to one's own purpose can begin very low onthe intelligence scale, as in the leading of aphids by honeydew ants, but such cases are rare. In general, a species that uses and cares for another (not in the sense of symbiosis) is a good candidate for a closer inspection.

ONCE SENTIENCE IS DETERMINED

If a race is in fact sentient, what then? A developing sentient race is placed under the protection of the Scout service. This occasionally means declaring the planet a red zone but this is not absolutely necessary.

A race with less than tech level 5 development is generally not informed of the existence of the Imperium as such, but trade is often conducted discreetly. This is for the protection of the Imperials quite as much as the natives, since technology is likely to be mistaken for magic on backward worlds and may start a witch hunt.

Without the proper license, it is against Imperial law to sell, to races below tech 5, artifacts which are more than one tech level above the planet's. (This assumes that the low-tech world is part of the Imperium and not a red zone.)

In any case, characters caught selling energy weapons to a stone-working race are in trouble. Once a race has the scientific outlook necessary to believe that beings could come from other planets, they may become actual members of the Imperium. Any member race may buy any available technology, but the economics of intersystem trade usually prevent major abuses of this right. Most planets still develop their own sciences, though at an accelerated rate.

Killing any sentient without cause is murder. This is one of the few crimes that Imperial law defines, both on planets and between the stars.

Official decisions regarding the fate of a minor race whose sentience is in doubt must be settled by a panel including field experts in the Scout Service (one-half the members), Scout administrators (one-fourth of the members), and Imperial nobility (one-fourth the members).

The Referee's Guide to Using Tasks

The Gaming Digest

As we continue to use the UTP system in our playtesting here at DGP, we've had great fun with tasks in a Traveller game—and along the way we've discovered some things that we'd like to pass along in the way of helpful hints and suggestions.

A discussion of helpful hints wouldn't be complete without mentioning Marc Miller (the designer of Traveller) and the help he has been. Marc has been enthusiastic about the UTP system since its very beginning, and has been a source of helpful suggestions all along the way.

In fact, look for the UTP system to appear as an offical addition to the Traveller rules in an upcoming issue of GDW's magazine *Challenge*. Many of the hints and suggestions in this article are the direct result of our discussions with Marc Miller as we work toward the UTP's debut in *Challenge*.

UNCERTAIN TASKS

Our new product *Grand Survey* lists a significant enhancement to the UTP system: the uncertain task. The need for this type of task became apparent as we developed detailed sensor rules for *Grand Survey*. Sensor readings always have an element of uncertainty. How do you simulate that without sacrificing playability?

To simulate this, when the player attempts her roll, the referee also makes a secret UTP roll for the task. The success or failure of the referee's roll influences the "truthfulness" of the information that the player is receiving. Since the referee's duplicate roll is hidden from the player, an element of uncertainty is introduced into the player's task result.

The following table illustrates how the referee's duplicate roll affects the player's result:

If the player's roll:	*If the referee's roll:*	*Then the player receives:*
FAILS	FAILS	NO TRUTH
FAILS	SUCCEEDS	SOME TRUTH
SUCCEEDS	FAILS	SOME TRUTH
SUCCEEDS	SUCCEEDS	TOTAL TRUTH

You can see what will happen. The player succeeds at her task attempt roll and the referee gives her some sensor information. Can the player trust the sensor reading? Its accuracy depends on whether or not the referee's secret roll failed or suceeded. On the flip side of the situation, an uncertain task in which the player fails the roll may still provide some valuable information.

Notice also that the easier tasks tend to be more certain. From the player's point of view, the results of a ROUTINE (uncertain) task can be trusted more than those of a DIFFICULT (uncertain) task. The more skill the player has, the more certain the task results become.

Marc Miller pointed out that the uncertain task has many more applications than just for sensor readings. For example, diagnosis (such as in the repair of device/vehicle damage) should always be an uncertain task. Since diagnosis is ROUTINE, the uncertainty level is tolerable, but can lead to some interesting situations in a game, such as failing to repair the actual damage on a device or vehicle. Is the problem with the jump drive really fixed? The answer can make a big difference in the heat of battle!

Even though diagnosis is ROUTINE (uncertain), there is always the chance that the task will deteriorate to a more difficult level if the character fails her determination roll. This works well, since it accurately represents the frustration that sometimes sets in when debugging a pesky problem.

Programming a computer is another ideal candidate for the uncertain task. The player may think her character successfully programmed the computer, but a hidden bug may lie in wait, only to be found when she's depending on the program the most!

While many tasks benefit from being declared uncertain, it's possible to overuse uncertain tasks to the point of exasperation. If you're not sure whether you should declare the task uncertain, give the players the benefit of the doubt and allow the task to be a certain one.

THE SKEWING EFFECT

A problem that has plagued role-playing gamers for years is what Marc Miller calls "skewing".

For example, if a player is very intelligent, but she is playing a less intelligent character, how can the referee limit the player so that her character's limited intelligence is accurately represented in the game? In every situation in which a player is different from the character she is portraying, the game becomes subject to the effects of player "skewing".

Conversely, skewing can appear in situations requiring the application of a skill that the player personally lacks, but one that her character does possess. The higher the character's skill level in this situation, the more visible the skewing effect can become.

A particularly thorny area of skewing involves the character interaction skills: admin, streetwise, carousing, interview, and so on. If the player's ability to role-play and "think on her feet" leaves something to be desired, but her character is supposedly topnotch in one of the interaction skills, skewing can run rampant through the game.

Obviously, making liberal use of tasks can help solve skewing problems. But using tasks to solve heavy skewing of the character interaction skills can interfere with genuine role-playing. Is there an easy way to solve character interaction skewing without eliminating the opportunity for the player to really role-play the situation if she wants?

Yes, there is. First, treat all intercharacter tasks as uncertain, and then:

- Define a UTP for the situation, and have the player make her roll;

- Either role-play the situation or let the player present her argument (whichever method you normally use);
- Rate the quality of the player's presentation and arguments as either "succeeds" or "fails", instead of using the referee's secret roll.

If the result of the uncertain task is "TOTAL TRUTH", roll 1D+6 on the reaction table.

If the result of the uncertain task is "SOME TRUTH", roll 2D on the reaction table as normal.

If the result of the uncertain task is "NO TRUTH", roll 1D on the reaction table.

Remember, if the player fails the task roll, she must roll for failure. If a mishap occurs, always implement a negative DM (the exact DM is up to the referee) on the reaction table roll.

Notice what can happen when you use this approach. A good presentation or argument from the player can do a lot to save an unlucky task roll, or even to save a mishap. This method also works well because it lessens the pure randomness typically seen in reaction table rolls.

TASKS, TASKS, AND MORE TASKS

Many tasks can be divided into a sequence of subtasks. A good example of this is the general UTP repair task, which is subdivided into diagnosis and repair tasks. Additional depth and enjoyment may be added to a situation by dividing it into a string of subtasks, rather than using just one big "macro" task.

Of course, this can be overdone—not every macro task should be subdivided. In fact, there are times when a particular task should be one task roll, and then there are other times when the same task should be a string of subtasks.

Some players won't enjoy rolling five subtasks to blow up a bridge—then again, another group of players might think five subtasks are too few. Knowing your players is important.

Demanding that the players roll a batch of subtasks for every task can bog down an adventure (...you want to buy that candy bar? Okay, but you have to roll 8 subtasks to do it...). Keep in mind the relevance of the task to the overall adventure. Insignificant tasks should be kept to a single macro task, if they are even to be considered as a task at all.

Keep in mind that as you create more subtasks, the chance that a mishap will occur increases proportionately. To minimize this effect, try to limit your subdivision to two or three subtasks in most cases.

You also can reduce the risk of mishaps from task subdivision by:

- Defining some of the subtasks to be at a lower difficulty level than the difficulty level of the overall "macro" task;
- Declare certain subtasks to be safe tasks, with no chance of mishap.

SPEAKING OF MISHAPS...

Marc Miller brought up the idea of a cautious task attempt—just the opposite of a hasty task attempt. The cautious attempt provides a way to reduce the

risk of failure or mishap when attempting a hazardous task, at the expense of task duration.

Ordinarily, UTP DMs are subtracted only from the task time roll. However, when a cautious attempt is specified for a hazardous task, also subtract the DMs from either the failure table roll or the mishap table roll (the player's choice, specified before rolling for the task). This benefit is not free: double the 3D time roll before subtracting the DMs from it.

For example, a task has a UTP of DIFFICULT, dex,15 sec (hazardous). The character has a dex of 10, giving a +2 DM on the task attempt and a -2 DM on the time roll. The player specifies a cautious attempt and chooses to apply the -2 DM to the failure table. The player rolls 8+2, or 10, and thus fails. Rolling 3D on the failure table gives 12, for a "mishap(2D)". But, with the -2 DM, the mishap result becomes "check determination". Because of a cautious attempt, a more serious mishap was avoided.

The 3D time roll is 11, giving (11x2)-2 or 20 time increments, for a total task duration of 6 minutes. A normal task attempt would have reduced the time roll to 9, for a duration of 2 minutes 15 seconds—quite a difference.

Notice also that if the player succeeds at a cautious attempt, after asking to apply the DM to the mishap table roll, no DM is given because no mishap roll is made for successful attempts. The time roll is still increased, however, as described above.

With the opportunity for a cautious attempt on a hazardous task, it is now possible for the referee to intentionally implement interesting high-pressure situations off-the-cuff. To use the prior task example, the referee could specify that a rather mean group pursuing the player will catch her in 5 minutes if the task takes that long or longer. Decisions, decisions—should she try a cautious attempt or not?

PUTTING IT ALL INTO PRACTICE

Let's look at an example that puts some of the pointers mentioned into practice. Our example is an air/raft chase, as promised last issue.

Our characters are being chased on foot by another not-so-friendly group. The characters are heading for their air/raft—the players figure that if their characters can make it that far, they are home free. But it's not that simple: the other group has an air/raft available as well. We could define just one UTP for the entire situation, as follows:

To escape from their pursuers in the air/raft:
DIFFICULT, grav veh, dex, 1 min

But let's have some fun. Let's break this situation into some subtasks, first for the players:

To reach the air/raft without getting caught:
ROUTINE, dex, end, 30 sec

To start the air/raft without getting caught:
DIFFICULT, grav veh, dex,1 sec

To get the air/raft airborne and get away:
SIMPLE, grav veh, dex, 5 sec

The pursuers need their own tasks:

To reach their own air/raft before the characters escape:
ROUTINE, dex, end, 15 sec

To start their air/raft:
ROUTINE, grav veh, dex, 1 sec

To get their air/raft airborne and keep up with the characters:
DIFFICULT, grav veh, dex, 5 sec

If everybody succeeds, the fun has only started, for now we have a hot pursuit in air/rafts. To simplify things, we'll use just one UTP for the chase:

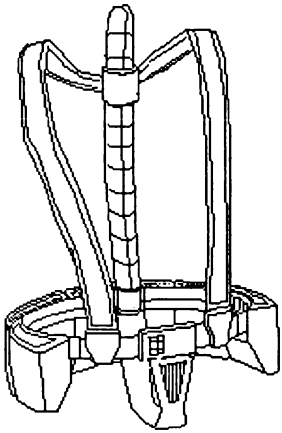
To lose their pursuers:
DIFFICULT, grav veh, dex,5 min (hazardous)
REFEREE: *A superficial or minor mishap* means the pursuers are gaining. *A major mishap (or three lesser mishaps)* will result in the pursuers catching up with the characters: possibilities include gun fire, ramming, or jumping from raft to raft (more UTPs).
A destroyed mishap means that the air/raft has crashed: reroll 3D on the mishap table to determine the damage from the crash.
A cautious attempt at this task automatically results in the pursuers maintaining their distance to the characters (assuming the characters succeed).
Success at the hazardous task level means the characters have escaped; *failure* means they have simply maintained their distance from their pursuers.

As you can see, the UTP with some task subdivision adds a lot of meat to a simple air/raft chase. When was the last time you had this much fun with an air/raft chase in **Traveller**?
Rolling saves against a character's strength, dexterity, endurance, intelligence, or education are common. But when might a player roll a save against social standing? In the next "Gaming Digest", we'll take a break from the UTP and talk about how to get some real use from a character's social standing.

PBM Traveller game open; send SASE for info.
W. Elmer Hinton Jr.
20 Almont St.; Nashua, NH 03060

Grav Belts

Traveller Tech Briefs



In certain respects, grav belts and air/rafts are quite similar. Both are powered by anti-gravity modules; both carry passengers and equipment; both have the same potential speed and range.

A standard air/raft can carry four passengers and four tons of cargo, while the typical grav belt can carry only one individual and his personal items. But under the right circumstances, the convenience of a grav belt can make it a much more powerful appliance than the air/raft.

Understanding what grav belts are and what they are not is important to understanding life at high tech levels.

Grav belts are not a substitute for mass transit in an urban society. (After all, grav vehicle skill is necessary to safely operate a grav belt). Military and para-military organizations have their own specialized uses for grav belts, but even ordinary citizens use them at higher tech levels, on richer worlds, and on worlds with extreme conditions. For example, grav belts may be constantly worn on worlds with high gravity conditions, in order to assist normal movement.

Grav belts are not really "belts" in the strictest sense. The most common configuration consists of a harness similar to that found on earlier parachutes. The disadvantage of this setup, but one tolerable to military units that use it, is the requirement that the grav modules and electrical power units be as small as possible, making the grav belt cost more.

Similar to this setup is the "backbone" grav belt. A lightweight rod in the back of the suit extends from the base of the skull down to the lower back. Its rigidity provides support and orientation, while the grav modules and power pack are worn on a bulky belt around the waist. Some flyers find this older style more comfortable than the harness style grav belt.

Another configuration sometimes seen is the "G tube". These are heavier and bulkier than harness models, but are generally cheaper, and can be used to carry some larger items of cargo. G tubes are cylindrical in shape, with a radius of about 1m and a height of about 1.5m to 2m. There is plenty of room in the bottom of the tube for grav modules and power equipment. Many of these units have a seat of some kind built in, and some can even be closed and pressurized. Small lockers for equipment can be attached around the outside of the cylinder.

Controls for the G tube are fixed along the inside wall of the cylinder, and the lockers allow the flyer to keep both hands free for steering and other operations. But with a harness- or backbone-type grav belt, the flyer's hands are often occupied, particularly in military situations when weapons are used. With these belts, controls and indicators are usually contained in a panel projecting from the chest, about 10cm below chin level.

Indicators can appear directly on this panel, or as a holographic heads-up display at greater cost. Commonly used controls for the grav belt constitute the largest areas on this panel. When the hands are free, these "buttons" can be pushed directly. When the hands are otherwise occupied, a control wand attached to and projecting from the flyer's chin is used to select different functions. The main disadvantage to this means of control, after the flyer is accustomed to it, is the need to turn the head to control the belt.

Alternatively, then, a mouth control is available that is custom fitted to the flyer. This unobtrusive device fits on the back teeth within the flyer's mouth; controls are then manipulated with the tongue. This technique also takes some getting used to, but is easier than it sounds and is preferred by most flyers. The mouth device does not interfere with normal talking or breathing.

Typical controls on a grav belt include horizontal and vertical steering, acceleration, slowing, and stopping, and controls for the special functions discussed below. Many of a belt's functions are partially or fully automated to increase safety. For example, landing can be tricky, even with skill in grav belt operation. Miniaturized sensors to prevent collision with other flyers or objects also operate automatically.

Modular preprogrammed destination units are available on many worlds. The flyer needs only to plug the appropriate unit into the grav belt and start it up; the belt takes care of the rest automatically. Several belts can be tied into one controlling belt so all reach the same destination at the same time.

A variety of other controls and devices are often installed on grav belts, including directional signalling devices, two-way radio, terrain sensors (for nap-of-earth flights), landing and navigation lights, heater, and air conditioner. Military grav belts feature special built-in functions described below.

Naturally, civilian (commercial) grav belts have none of these special combat features. Grav belts used by the Scout Service need few of the features mentioned, although pop-up and zero-weight bouncing can be convenient in certain survey and exploration settings.

Among alien races, a wide range of grav belt use is encountered. Hivers prefer large platforms to harness systems. Zhodani and Aslan military use of grav belts is similar to that of Imperial troops. K'kree prefer grav belts over any other form of long-distance intraworld transportation. Comfortable harnesses are non-confining and open, and entire families can be "tied together" with a single master control unit worn by the leader of the group. Solomani make less use of grav belts, because their grav technology is behind that of the Imperium.

Droyne, blessed by nature with wings, also use grav belts infrequently, although their use is more common on high-gravity or thin atmosphere worlds where flight would otherwise be impossible.

GRAV BELT SPECIFICATIONS

A standard-issue tech level 15 military harness-type grav belt looks like a short-sleeved suit, with pants that extend about two-thirds down the length of the thigh. Three light grav modules (totaling 9 liters) and four units of batteries

(4 liters) are distributed over the area of the outfit. The grav belt weighs about 10kg, but once it is turned on, a neutral control setting eliminates this weight.

The control board projects out from the chest, as described above, and the flyer is outfitted with a chin or mouth control, and optionally a directional helmet. Fully equipped, the grav belt costs Cr106,000. Installed weaponry or armor increase this price.

This configuration provides 300kg of thrust for 8 hours between charges. Considering that the typical flyer with his equipment masses out at 100kg, the grav belt just described has a maximum speed in a vacuum of 2,000 km per hour, and a vacuum cruising speed of 1,500 km per hour.

A typical tech level 15 consumer G tube contains one heavy grav module (5 liters), a type 0 fuel cell (20 liters), and a control module. This basic package retails for Cr16,000, but optional features can increase this price considerably. The G tube typically carries enough hydrogen fuel to operate continually at 400kg thrust for 120 hours. Speed is similar to that of the harness-type grav belt.

GRAV BELT SPECIAL OPERATIONS

For military applications, several different automated functions can be programmed into the grav belt, instantly available with the tap of a chin on the control board or a flick of the tongue. Military units are often steered by means of gyrohelmet orientation: by looking in a certain direction while operating the control, the belt is guided in that direction.

The "pop-up" is most effective in uneven terrain. Troops approaching the crest of a hill or a jungle clearing simultaneously start the pop-up maneuver with their grav belts. The belts yank the unit into the air to a height of typically 10m to 30m. Troops have only a few seconds to fire at ground targets, and then the belts safely drop the troops back to the ground. An enemy surprised by this maneuver can suffer significant casualties without being able to retaliate.

A "swoop attack" can be executed by a troop squadron cruising at a high altitude, safe from ground attack. At a prearranged signal, the entire squadron (or parts of it, in successive wave formations) swoops down to an altitude from which they can attack the enemy on the ground. This approach is similar in some ways to old-style dive bombing or strafing runs with early winged aircraft.

"Sky troops" are the ultimate extension of the swoop attack concept. Equipped with grav belts and vacc suits, the squadron can be deployed from an orbiting ship. Enemy sensor devices have a smaller chance of detecting individual flyers than detecting an air/raft or large troop carrier.

In any combat situation, troops like to be "light on their feet". Ground-based troops wearing grav belts set at a level to negate the wearer's weight (or lower it to a few kilograms) can be particularly effective in certain terrain. This "zero-weight bouncing" capability is sometimes controlled with boot sensors. These react to movements of the foot, giving the wearer extraordinary abilities to jump over or run across terrain.

In the air, whether descending or cruising, almost all military-issue grav belts

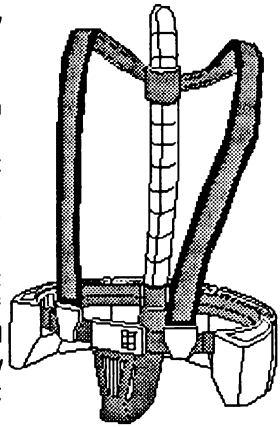
have a setting for "automatic evasion", delivering the flyer to where he wants to go, but arriving at the destination by an erratic course which is hard for an enemy to target. Combat drugs to prevent air sickness are a necessity.

Efficient use of a military grav belt requires a new skill, grav belt.

Grav Belt: The individual has practical experience as well as training in using a grav belt in military situations.

Regular grav vehicle or air/raft skill is sufficient to operate a grav belt in ordinary situations, but fancy military maneuvers require the skill of grav belt.

Grav belt skill does not give any other skills, but grav vehicle or air/raft skill give one level less of grav belt skill. For example, grav vehicle-3 would confer the benefits of grav belt-2. Any time a new character rolls grav vehicle or air/raft skill, grav belt skill may be taken instead.



Military maneuvers use the following UTP:

To perform a complicated military maneuver with a grav belt:

ROUTINE, grav belt, dex (hazardous)

REFEREE: Time for this task depends on the maneuver. All complicated maneuvers are hazardous. Military maneuvers are DIFFICULT for characters without grav belt or air/raft skill.

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